

# COMPUTER + VIDEO GAMES

## HIT THE BEACH WITH BATTLESHIPS

FREE: PART ONE OF OUR GIANT JIGSAW POSTER!



WIN A COMPLETE SEGA MASTER SYSTEM!  
PHOTON WARRIOR LASER GUN KITS!  
EXTRA — NINTENDO/SEGA/ATARI GAMES SYSTEMS TRIED & TESTED  
LAST NINJA — HOW TO WIN/BARBARIANS — FIRST ST GAME MAP  
STAR TREKKIN'— WIN A STAR FLEET SURVIVAL KIT!

**Thrill to the action as the**

# **INDIANA JONES**



## **Five Million Up!**

We're giving away 5000 games  
—one of them could be yours!

To commemorate the year of U.S. Gold's 5 millionth game, this year, U.S. Gold's Indiana Jones and the Temple of Doom game will be given away every day of November. All you have to do is play the game and the Temple will reward you which itself is full of surprises and software激动.

Hearts at you have to play the game.

Simply make a note of game on the back of this card to be found in each copy of Indiana Jones and the Temple of Doom. Should you be one of the first 5000 vouchers to be drawn you will receive the game of your choice absolutely free.

This draw will take place in November 30th.

\*This draw will be open to all over 18s.  
All vouchers must be included in the draw should be returned by October 30th.



SCREENS FROM ARCADE VERSION

# *The legend comes to life!*

# **JONES and the TEMPLE OF DOOM**<sup>TM</sup>

Pick up your trilby and trusty bullwhip and don the mantle of the legendary Indiana Jones! Prepare yourself for your most dangerous adventure yet - to storm the evil Temple of Doom and rescue the imprisoned children and the magical stones of Ra!

Beware the foes and hazards that block your way. The Thuggee guards will fight to the finish and poisonous cobra snakes will rise up in front of you. You will traverse perilous ledges, ride under-ground railways, and cross the bottomless fiery pit in pursuit of your quest!

You will call on all your reserves of courage strength and skill.

Push yourself to the limit, ride your luck and the magical stones may just be yours!

**The Home Computer Version of  
the Atari Coin-Op Masterpiece**



© 1985 Lucasfilm Ltd and Alan Games Corporation. All rights reserved.  
\*Trademark of Lucasfilm Ltd, used under licence. Licensed to U.S. Gold Ltd,  
213 Holland Way, Holford, Birmingham  
B6 3AX. Telephone: 021 356 3388



**COMMODORE 64** CASSETTE £9.99 DISK £14.99

**AMSTRAD** CASSETTE £9.99 DISK £14.99

**SPECTRUM 48k** CASSETTE £8.99

**ATARI ST** DISK £19.99

**ATARI**  
GAMES

# Contents

## Features

- 48 FANTASY
- 54 POLICE QUEST
- 67 THE GAMES MACHINES
- 100 PHOTON COMPETITION
- 110 ST NEWS
- 118 FRAME UP!
- 118 BARBARIANS COMPETITION RESULTS
- 124 FANTASY ISLAND

## News & Reviews

- 8 NEWS
- 16 REVIEWS: GAME OF THE MONTH:  
ROAD RUNNER. C+VG HITS:  
Battleship and Star Paws. Other  
games reviewed are Game Over,  
Centurion, Traxxon, Catch 23, Pirates  
of the Barbary Coast and Scary  
Monsters.
- 51 THE BIG SCREEN
- 63 IDEAS CENTRAL
- 85 ADVENTURE NEWS
- 88 RIGEL'S REVENGE
- 91 ADVENTURE HELPLINE
- 92 ADVENTURE ROUND-UP
- 94 ADVENTURE REVIEWS
- 97 THE FIEND
- 103 ROCK ON!
- 112 NEXT MONTH
- 117 BATTLESHIPS COMPETITION
- 121 PLAY BY MAIL
- 128 FANTASY ISLAND
- 130 ARCADE ACTION
- 136 PREVIEWS
- 140 MAILBAG
- 146 TONY TAKOUSHI

## C+VG team

EDITOR Tim Metcalfe DEPUTY EDITOR Paul Boughton EDITORIAL ASSISTANT Lesly Walker SUB-EDITOR Seamus St John ART EDITOR Craig Kennedy ADVENTURE WRITERS Keith Campbell Steve Donoghue Matthew Woodley AMERICAN CORRESPONDENT Marshal M. Rosenthal ARCADES Clare Edgeley SOFTWARE CONSULTANTS Tony Takoushi PUBLICITY Clive Pembridge ADVERTISEMENT MANAGER Garry Williams ADVERTISEMENT EXECUTIVE Katherine Lee AD PRODUCTION Debbie Pearson PUBLISHER Terry Pratt COVER Gary Ward EDITORIAL AND ADVERTISEMENT OFFICES Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU Tel: 01-251 6222. July-December 106,571



● FANTASY ISLAND/P128



● SWAMP THING/P48



● AH!! IT'S KNIGHT ORC/P94



## PIRATES/P21



## KNIGHT ORC/P94

# Inside Story

The Mean Machines are back! And inside we turn the spotlight on the Atari, Nintendo and Sega video game systems. The games, the hardware, everything you need to know about the exciting new entertainment sensations. And YOU can WIN your very own Sega Master System if you enter our amazingly easy competition. Talking of winning, you can also pick up a starship full of Star Trek goodies, PLUS an incredible Photon Warrior Laser Gunblast Kit! Don't say we never give you anything! There's Part One of our collectable jigsaw poster—a double-sided full-colour extravaganza which builds up month-by-month into a giant mega-poster which you can wallpaper your bedroom with. Barbiens and Golden Path are among our ST and Amiga reviews. We'll be bringing you a well wicked 24-page supplement packed full of the hottest news and reviews from the 16-bit scene.

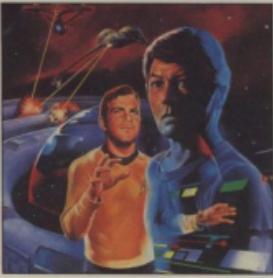
Tim



## POLICE QUEST/P54



## BATTLESHIPS/P36



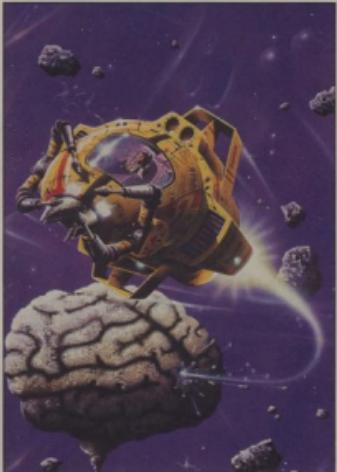
## STARTREK COMP/P82



## FILMS/P51



## SEGA COMPETITION/P74



## AMAZING FREE POSTER



## ANCIENT MARINER/P110

# JAPAN has a word for the



**BASEBALL** It's the most realistic baseball game outside of a ballpark!



**HOGAN'S ALLEY** Use your Zapper light gun to shoot the gangsters.



**CLU CLU LAND**  
The evil Sea Urchin has hidden the gold in an underground mystery maze.



**DUCK HUNT** There's a duck in the air! You've got three shots to bag this duck. And if you miss, even your dog laughs at you in this fast-action Zapper Gun game.



**GYROMITE** You've got to keep R.O.B.'s gyroscope spinning to help a mad scientist de-activate the dynamite in his laboratory in order to play this action-packed game!



**GOLF** Choose your clubs. Control your swings. Select the angle of every shot. It's Nintendo GOLF and there's not a video golf game on par with it anywhere!

For the first time in the UK direct from Japan comes Nintendo, the home entertainment system with genuine arcade-quality graphics. Nintendo make 2 out of 3 of all the world's coin-op arcade machines, so they know what they're doing. And already, in Japan 9½ million homes have a Nintendo home entertainment system.

Now you can enjoy the amazing 52 colour 3-D graphics of Nintendo. (On most home computers, you've been lucky to get 16 colours until now!) Nintendo's superb graphics give the games a convincing true 3-D feel with actual shadows which add depth to the characters.

Already there are 27 Nintendo Game Paks available in the UK and more are being added to the software library all the time. But there's even more to Nintendo than the best games you've ever seen...

## Nintendo Entertainment System

For the first time home entertainment enters a new dimension.

Because when you own a Nintendo entertainment system you also get a buddy to play with, a Robotic Operating Buddy to be exact (or R.O.B. to his friends). He's your partner. Seat him next to you, send him signals from your TV screen and together you can tackle the enemy.

### The Zapper Gun

Never before has there been a video gun of this calibre. The astonishing light sensitive Zapper Gun lets you shoot moving targets with pinpoint accuracy from up to 16 feet! And if you think you're a sharp shooter the Zapper Gun will test your skill to the full.

### Nintendo or Super Nintendo, the choice is yours.

Which set do you want? NINTENDO's superb high-quality action costs £99.00\* for control deck, mains transformer, two hand controllers, and one free Super Mario Bros Game Pak. DELUX NINTENDO costs £159.99\* for the amazing Zapper Gun, R.O.B., and two free games, Gyromite and Duck Hunt.

**the ultimate video game...**

# Nintendo<sup>TM</sup>



## Where you can buy Nintendo

Nintendo is available from the stockists featured. If you have any questions or have difficulty obtaining the product, write to HiTech Electronic Services Ltd, Unit 2B, 200 Rickmansworth Road, Watford WD1 7JS. Or 'phone: 09232 41811.



Hamleys  
Jenners  
Toys 'R' US  
Grattans  
Littlewoods Mail Order  
Freemans Mail Order  
Kay's Mail Order

Empire Stores Mail Order  
Gloucester Toy Shop  
Allders Department Stores  
Toy & Hobby  
Argos Superstores  
Telegames  
Computer Magic

Arding & Hobbs  
John Farnon  
Willis Ludlow  
Selfridges  
Telebank  
Harrods

See Nintendo demonstrated at Harrods, or at Selfridges computer department, Oxford Street, August 3rd - 8th, and Hamleys of Regent Street, London, August 10th - 15th.

\*recommended retail price



# News



■ Ever fancied careering down the frightening Cresta bobsleigh run at zillions of miles per hour? No, neither have I. Still **Digital Integration** think you might enjoy a computer simulation of the event which is a whole lot less dangerous! Digital has been working with the UK's top bob driver **Nick Phipps** to bring you a sledge-sim featuring the world's hairiest runs like St Moritz and the Olympic track at Calgary, Canada. Bobsleigh is planned to hit the streets in the Autumn. Meanwhile here's a pic of the GB team christening their new bob with a spot of bubbly and not a reindeer in sight.

■ This is **Freescape**, a revolutionary new 3D Environment Simulator system created by **Incentive Software**. These pics are simply a demo of the amazing capabilities the system has — and which will be used to the full in Incentive's new game called **Driller**, which



should be out in time for the **Personal Computer World Show**. Using Freescape you can move to any point in three-dimensional space and then look in any direction — including up or down. More on Freescape as and when.

■ Oh Nol! It's **Captain Courageous** — prettier than

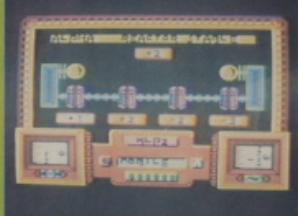


Rambo and twice as tough. Cop'n will be coming your way from English Software, after he's dabbled in a bit of hair-raising jungle combat, perilous river rides, sniper attacks and a helicopter rescue bid. Available from September for the C64 on tape and disc at £8.95/£12.95.

■ There's no excuse for not saving up for a well wicked **Atari ST** now that the American company has dropped the price of the **520STFM** to £299.99. It has a built in 360k 3½" disc drive and you can plug it in directly to any standard TV — just like your trusty Spectrum or C64 — except that the quality is SO much better. Atari are also relaunching their 130XE which they call "the ultimate teaching computer". It has an interactive voice prompt and a complete getting started in computing package.

■ It was only a matter of time before the martial arts invaded role-playing adventures. And that time is now! **Moebius** from **Origin Systems** features role-playing and swordplay and martial arts all in one action packed package.

Moebius, the fabled deity of the island kingdom of Kontur, has chosen you, his disciple, to recover the stolen Orb from the renegade Warlord and prevent the destruction of the universe.



■ **Steve Turner**, Hewson's wizard programmer, is putting together the final pieces of **Magnetron**, his follow up to Quoztron.

The arcade adventure, for the Spectrum and Commodore, looks like, and to some extent plays like, Quoztron but it takes place on one of the moons around the original Planet Quorzech and is more involves more strategy than droid destruction. The central character, KLP-2 is the same and he can still grapple, destroy and take the energy or devices of other droids.

But his main task is to overload or deactivate the reactors which power the power lasers around the planet, then his buddies can invade.

Each reactor has plus and minus charged rods. To disrupt them take one type of charge from a rod, say plus, and transfer it to a rod with the reverse charge, minus. If you do it often enough and in correct sequence you'll overload the system.

The game also includes strategy elements, such as the transfer game which takes place in a three

by three square. It's rather like the jackpot slot machines where you've got to get matching shapes on one line. Each line does something for your droid. It may, boost your energy, help you with weaponry or mess around with enemy robots.

Steve's also included a host of new weaponry systems which KLP-2 can collect. There's a mortar and a bouncing bomb which'll go up as well as down steps, boomerang that returns and a fribeeze which'll take the top off any alien.



You will journey through the ascending planes of Earth, Water, Air and Fire. At each level your challenges increase in difficulty, demanding greater courage and cunning. All of your martial arts skills will be required to survive the ninja-like assassins who seek to foil



■ Meet Trantor the last stormtrooper. This Mr T is on a do or die mission and needs your help. This new game from **Probe** is shaping up to be really spectacular. We've seen bits of the Amstrad and Speccy versions and they look pretty neat. The story? Here it is! Many light years into the distant future, in a world where the predominance, and even survival, of a solar system, still rested upon the superiority of its technology, a bitter war of struggle was beginning to erupt.

From the radiating point of

your quest. Sward-wielding rebel guards will test your blade every step of the way. And watch out for wild beasts that stalk the forests!

Local villagers can help, but beware — the wrong approach will frighten them away, leaving you in a world where starvation looms ever-present. Wise use of magical charms, prayers and fireballs is essential in reaching the final confrontation with the treacherous Warlord — where victory brings recovery of the long-sought Orb of Celestial Harmony.

**Möbius** will be first available on C64 disk priced at £1 9.95 and comes with a manual and oriental headband. Other versions planned for later in the year will be Apple, IBM, Amiga, and Atari ST.

Origin Systems Inc. are the producers of such titles as the Ultima series and also their last release **Autoduel** now available on disk for the C64 and Atari XL/XE and ST. All details for Origin products can be obtained from Microprose, 2 Market Place, Tebury, Gloucestershire GL8 8DA.

■ Latest from **Starlight** is **Hybrid** — featuring three battle droids, The Brain, The Xylon and The Robot is out next month for the Spectrum, Amstrad and 64. The three droids have to be manipulated to destroy — you've guessed it — menacing aliens within a 200+ room complex. The neat bit about the game is that you

Zybor, the forces of the Worlds reached out cautiously into the black unknown of the Periphery. Zybor had endured power for tens of thousands of years. It had included all the planets and moons of the Galaxy in a centralised rule, sometimes tyrannical but always orderly. However, its people knew that its reign had fallen, that Zybor no longer ruled; that great had departed and peace had disappeared.

Zybor was embittered by the eternal danger of the new worlds, especially Nebulithon, who had a

have to merge the three droids together at stages crucial stages in the game.



■ The International Arcade Player of the Year contest blasts to a climax at the PCW Show, Olympia, in September. Four winners, from UK heats staged by Arcadia — Mastertronics' coin-op arm, will meet the all star US Video Champs in what is likely to be a bitterly contested battle. Our team will be composed of high scoring members of the media while the US team is composed of guys who hold eight arcade endurance and high score records. The coin-op used in the final will not have been seen by Yanks or Brits but we have a feeling our guy had better keep practising.

■ Use your brains — and a bit of brown in a newsie on the way from **Probe**. Called Brain and Brown the game is set inside yet another giant computer. Your job? To deactivate it — that's what. *B+B* is

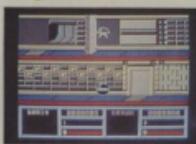


mature atomic economy and had recently advanced in the development of the devastating Quark MK3 bomb. Trantor had been chosen lead a squad of mercenaries to destroy the bomb. Once the squad had reached



their destination they had to locate a communication console, every 90 seconds, or risk their implanted bombs draining the life from their bodies.

■ **Buggy Boy** is on the way from **Elite**. We've had a brief encounter with a half finished 64 version and it has to be said that the game is looking well wicked. No release date as yet — but you should have enough time to save up for two new TVs so you can experience the three screen thrills seen in the original arcade version!



essentially a two player game, each controls Brain or Brown, two droid-like things.



■ **Reaktor**, Ariolasoft's £4.99 post budget range, sports three new titles.

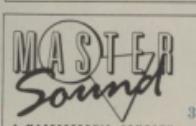
**Deathride**, for Spectrum, Commodore and Amstrad, takes place on the Trans-Canadian Express where the McClusky Gang, is after a large gold shipment. Mick The Mountie chases them down the train in an attempt to stop their getaway.

**Deadringer** is set in space where you run around a ring arena, shoot out the opposition and set a new lap time.

All titles are available on Amstrad CPC, Commodore and Spectrum, immediately.



■ Here are two more tokens for you to use in our great **MasterSound** tape offer. Remember you can get 50p off summer sounds on cassette from MasterSound, including Heat of Soul and Heat of Reggie. Check out our June issue for all the details.



# MEGA-APocalypse

FIND STRANGE AND EXCITING NEW WORLDS

*... then blast them to pieces!*



*Featuring:*

One player, Two players, Dual allies or Dual enemies. Five channel sound which utilises two separate speech channels with sampled dialogue and effects. Super fast 360° fire power. Collectable pods to enhance your spacecraft's shield, fire power, manoeuvrability and speed. Hi-Score, Ultra Score and Galactic Hall of Fame.

*Credits:*

Program and sound effects by Simon Nicol.  
Graphics by Bob Stevenson.  
Music by Rob Hubbard.

Commodore 64/128. £8.95 cassette, £12.95 disc.

**martech**

Martech is the registered trade mark of Martech Games Limited,  
Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE  
TRADE ENQUIRIES WELCOME. PHONE (0323) 768456 TELEX: 878373 Martec G

Stringer

# BATTLE SHIPS

THE CLASSIC BOARD GAME NOW ON COMPUTER

## PHASE 1 - ENEMY IN SIGHT

Using skill and judgement you must plot your fleet's course into the elusive enemy. You will need to know the measures of your opponent... and outguess him!



## PHASE 3 - UNDER FIRE

Now your fleet endures the nightmare of attack. Beware by the time you realize the enemy gone, outmaneuver your opponent's fleet and prepare to counter-attack.



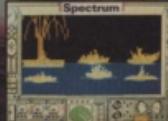
Spectrum Cassette	£1.95
Commodore 64 Cassette	£3.95
Commodore 64 Disc	£4.95
Amstrad Cassette	£3.95
Amstrad Disc	£4.95
Atari ST	coming soon

RELEASE DATE  
**Sept 14th**

© Elite 1987

## PHASE 2 - ATTACK

Fear!! On your command, your guns and bombers roar into action. Starting battle scenes graphically show the Commander, an up-to-the-minute picture of the battle as it unfolds.



## PHASE 4 - THE VICTOR

To the victor, the spoils. Enjoy the fruits of the victory multi-part in glorious graphic detail.



ELITE SYSTEMS LTD.  
Anchor House,  
Anchor Road, Aldridge,  
Walsall, West Midlands  
WS9 8PW  
Telephone (0922) 951955  
Telex: 306130 ELITE G

Mail order:  
just send a cheque or  
postal order payable to

ELITE SYSTEMS LTD.  
or quote your credit card No.



# elite

# News



■ Help the Battle Against Cruelty to Kids by getting your hands on a copy of **BACKPACK**, a new compilation of 10 top games put together to raise cash for the **NSPCC/RSPCC**. The money raised by this new collection will help set up Child Protection Teams — experts who know just how to deal with cases of child abuse. We can't think of a more worthy cause and at under £10 — that's just £1 per game — the compilations are amazing value for money. The Spectrum tape consists of Xeno, Deactivators, Night Gunner, Bounty Bob Strikes Back and Lunar Jet Man. The Amstrad tape has Xeno, Deactivators, Night Gunner, Tempest, Marsport, Monty on the Run, Starion, Nomad, Starstrike and Knightmare. The C64 collection features Xeno, Barry McGuigan's Boxing, Deactivators, Bounces, Spindizzy, Monty on the Run, Starion, Bounty Bob Strikes Back, Skyfox and Electra Glide.

■ **Starglider** fans will soon be able to play their fave game down at their local arcade. Ace arcade company **Bally/Sente** has signed up Starglider for their new Amiga based arcade machines. So you should be hearing the sultry tones of C+VG's arcade queen **Clare Edgeley** echoing around your neighbourhood arcade palace very soon. If you didn't already know, **Rainbird** used Clare for the digitised speech sequences featured in the game. Big Sister is speaking to you!

■ Want a copy of **Elite**? Then you're in luck. We've got a selection of the latest versions of this classic space trading game to give away to the first four people who write in and ask us for a copy! What could be easier. If you've got an Electron, a BBC Micro and Master, we've got some goodies for you. We've got an Electron version, a BBC Micro tape version, a BBC Micro/Master 5½" disc version, and a BBC 3½" compact disc version to GIVE away to the first Beeb owning C+VG readers to write in — on postcards only please. And don't forget to include your address and the version you want on your card — otherwise you'll be feeling pretty silly, won't you?

■ **Boulderdash** is back! And at a knock-down, unbeatable price of £2.99 from **Prism Leisure Corp.** If you haven't already got this classic in your collection there's absolutely no excuse for not getting it now. Rockford and the assorted boulders and insects which make up his world provided C+VG reviewers with months of fun when the game first appeared a few years back. **Boulderdash** is available on the Spectrum, C64, Atari 400/800 and Amstrad. **Boulderdash II** is out again for the Spectrum, C64 and Atari, again at £2.99 tape, £4.99 disc.

■ **Star Gazer** Chris Clegg recently received a prize of a Newtonian telescope and tripod for his success in solving problems posed by Martech's **The Planets** earlier this year. It took Chris almost one year of late nights and trips to the reference library to solve the clues in the program. But after the presentation by Astronomer and TV personality Heather Couper, bleary-eyed Chris agreed that the time had been well spent.

■ **Mattel Toys** has launched a new video disc system in the States. The system, aimed at children, incorporates interactive video similar to the system used in coin-ops such as **Dragon's Lair**, digital sound and computer program data, all stored on interchangeable standard-sized compact discs. Mattel intends to produce interactive games, entertainment software, children's entertainment packages and even music videos on the system. It'll be launched in the US in September but is unlikely to be seen on this side of the Atlantic until next year.

■ A dark feast of fantasy and horror authors, illustrators and film directors will be gathering at The Midland Hotel, Birmingham, for **Fantasycon XII**. It's a cosy affair where you can talk to British and American professionals, make

friends with other fans and get your fave novels autographed. There's also a continuous video program, a raffle in which you could win film posters and props, and the British Fantasy Awards Banquet. More info from Di Wathen, Fantasy Con XII, 15 Stanley Road, Morden, Surrey, SM4 5DE. But hurry, it takes place between 4-6th of September.

■ **Brave C+VG gamers Paul Makelyne** (left) and **Paul George** (right) took on the might of Martech's **Mega Apocalypse** in an inter-magazine play-off held at London's City University. The gamemasters had three minutes on an infinite lives version of the Simon Nichol's game. **PG** did well with 18,793 but **PM** pipped him with 22,061. The winner, however, was **Julian Rignall** of **Zzap 64**.



■ The guys from **Palace Software** are about to become Outlaws when they launch a new software label later this year. **Outlaw Productions** will bring together some of the country's most talented independent designer/programming teams. The first release is the **Shoot 'em Up Construction Kit** for the CBM64. It's been developed by



**Sensible Software**, responsible for **Ocean's** **Wizball** and **Parallax**. The construction kit enables a person with no programming knowledge to write professional-style arcade games. Sounds interesting, though it's been tried before by Melbourne House and Quicksilver before.

■ **Ocean's** recent problems with the release of some of its big summer titles appear to be over with the imminent release of **Taipan** at last. The problem's concerned the compression of the 128K Spectrum version into 48K, and the ST version onto disc. At least this quantity problem bodies well for the quality of the finished game.

■ More exposure for best selling author **Jeffrey Archer**. **Domark** has licensed **Not a Penny More, Not a Penny Less**, the first novel he wrote to get him out of bankruptcy back in the 60's. The plot concerns four businessmen and their attempts to take back one million dollars from swindler Harvey Metcalfe. In four cleverly concealed plans they aim to take no less and no more than the money he took from them in a share dealing fraud. Sounds like a strategy game to us, but **all** will be revealed by **Archer** and **Domark** at next month's PCW show.

■ Those Hard Guys at **Advance** are betting on a 16-bit led games scene next year. **Advance** is prepared to back its bet with an ST version of **Butch Hard Guy**. It's only £14.95.

soon be on sale in this country. But true to form we've got our hands on some of these nifty new gadgets first and we want to give them away — 20 in fact. All you have to do is tell us the name of the actor who starred in the movie **Terminator**. This cute little stick is shaped like a real live grenade, complete with firing pin. **Terminator** has been created by a Danish company called **Super Soft** and will

## **SIX OF THE BEST FROM . . .**

**STILL AVAILABLE  
E-PAK VOL. I**



**HOT PAK**

Spectrum Cassette	£9.95
Commodore 64 Cassette	£9.95
Commodore 64 Disc	£14.95
Amstrad Cassette	£9.95
Amstrad Disc	£14.95

Mail order, just send a cheque  
or postal order payable to  
ELITE SYSTEMS LTD.  
or quote your credit card No.



**ANCHOR HOUSE,**  
Anchor Road, Aldridge,  
Walsall, West Midlands  
WS9 8PW  
Telephone: (0922) 59165  
Telex: 336130 ELITE G

RELEASE DATE:  
SEPTEMBER 14th

# ANCIENT MARINER

A lost Ship

A lost Soul

A lost Love

Beyond the Edge of Darkness...

For further details or to reserve an advance copy now, please send a SAE to Systems Architects  
6/9 Market Place, Kingston, KT1 4BR. But please do not send any payment yet. Price to be announced.



SYSTEMS ARCHITECTS

# 21st CENTURY WARRIOR: Apache GUNSHIP



The Apache . . . Fierce and elusive, like its warrior namesake . . . Capable of defeating enemy tanks, infantry, and hostile aircraft on the modern electronic battlefield.

Gunship's revolutionary 3-D graphics enable you, the pilot, to fly into the world's hottest trouble spots . . . You'll use an unbelievable array of high tech information and weapon systems, including lasers, video cameras, night viewers, radar warnings, jammers, computers, missiles, rockets, flares and a 30mm cannon! Successful missions will be rewarded with medals and rank promotions.

Experience the danger and excitement of attack helicopter action . . . your latest adventure in the ever-growing line of MicroProse Simulation Software.

See your software dealer today and become a part of the GUNSHIP adventure! Challenge the enemy, the sky, and YOURSELF with this extraordinary simulation.

GUNSHIP for Commodore 64/128, Cassette £14.95, Disk £19.95.

**MICRO PROSE**

SIMULATION • SOFTWARE

MICROPROSE SOFTWARE LIMITED, 2 MARKET PLACE, TETBURY, GLOUCESTERSHIRE GL8 8DA. TEL: (0666) 54326. TLX: 43422 MPS/UKG

Also available  
on Spectrum and  
Amstrad CPC

**C+VG****REVIEWS****GAME OF THE MONTH**

Bigger, better and bolder than the rest. Try it, buy it. Don't miss out.

**C+VG HIT**

Miss the hits at your peril. They are the business!

**THE REVIEWERS****TIM METCALFE:**

The Ed man wields the fastest joystick of all. When his word is heard you better listen.

**PAUL BOUGHTON:**

Shoots from the lip. Likes zip in his zap.

**LEE BRATHWAITE:**

Radio Lancashire's ace games man, always ready to air his views.

**CHRIS CAIN:**

The Amiga man. But Cain is able to persuade that 64 isn't near retirement age.

**DAVID BISHOP:**

As an Amstrad fan, The Bishop preaches what he practices. He is also full of praise for the Atari ST.

**STEVE BADSEY:**

The Doctor reports from the frontline about war and strategy games.

**NICKY TREVETT:**

Reclusive Nicky has the knack with the BBC.

**JOHN GILBERT:**

Beep! Beep! He's back from the Dead Zone!

**JERRY MUIR:**

Games expert Muir has the Atari 6-Bit between his teeth. Something in XLs at.

- MACHINES: AMSTRAD/ATARI ST/IBM PC/64/128/SPECTRUM
- SUPPLIER: COMPUTER WORLD
- PRICE: £5.99 (CBM, SPECTRUM, AMSTRAD TAPE), £14.99 (CBM, AMSTRAD DISC), £24.99 (ATARI ST DISC)
- VERSION TESTED: ATARI ST
- REVIEWER: JOHN

Beep, Beep! It's nail biting. It's break against snout. *Road Runner* has swapped the cartoon canyon for the concrete canyons in an effort to outfox that peril of the road — Wile E. Coyote.

All you've got to do is pick up the seeds and lemonade bottles on the desert road but, as always, that long eared enemy of yours is close by with knife, fork and a host of impromptu gadgets to bring him even closer to fiscated bird and french fries.

The seeds maintain Road Runner's hectic pace, and if he misses five of them he'll not only fail to gain important points but also faint from malnutrition and lose a life. Lemonade is also invigorating but if you stop to drink it you'll spend several valuable chase seconds drinking it.

Road Runner runs at twice the speed of Wile E., but the Coyote has a skateboard, rocket, jet pac and pogo stick stashed on levels two onward to dwindle the distance. He'll also lob sticks of dynamite at you when he finds them scattered on the road.

If you make the mistake of being hit by dynamite, or winded by one of Wile E.'s contraptions, you lose another of your five lives and get blown back to the start of the current level.

Wile E. doesn't have it all his own way, though many of the natural disasters along the road can trip you up as well as the Coyote. At the start of the game, when the road is wide enough for traffic, you can try and lure him in front of a passing truck or boulder and force him over the side of a crevasse. You can also dip your body in invisible paint and disappear for a few seconds while you complete the current level.

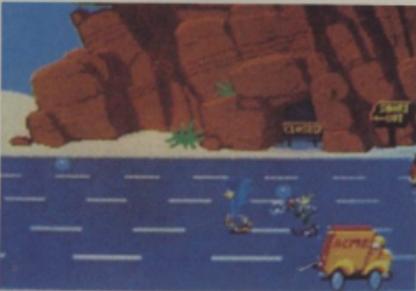
The most hilarious part of the game — apart from watching Wile E. ride a rocket — is when the Coyote gets frazzled by a mine. It's the exact picture of the cartoon series. Wile E. stands blackly against the

landscape, whiskers wilting in the noonday sun while Road Runner, hopefully, makes his escape. But, be wary, "cos Roady can suffer the same fate and, if Wile E. does succumb to a blast, don't stand too near him — he'll recover in a fleeting second and continue the never

ending chase.

Despite the last warning, Roady can score points by running close to Wile E. and sticking his tongue out before running away. You run the risk of writing your dinner ticket but, if licks on your side, you could scoop up 100 cheap points.

*Road Runner* scores all the

**ATARI ST****ATARI ST**

# Road Runner

C+VG

REVIEWS

► MACHINES: 64, SPECTRUM,  
AMSTRAD, ATARI ST  
► SUPPLIER: US GOLD  
► PRICE: £9.95 CASS / £14.95 DISK,  
ATARI ST £19.95 DISK  
► VERSION: 1.0 ED.  
COMMODORE DISK  
► REVIEWER: LEE

The first meeting with this game, was at a now-defunct service station on the way back from watching a preview of the new Bond film, which was arranged by Domark. It was about half past midnight, and I'd stopped off for a cup of coffee and a buttery, when I spotted the face of *Road Runner* on an arcade machine. Anyway, £2.40, and half an hour later, I felt I should carry on back to Accrington. I was incredibly

impressed by both the simplicity, and the addictiveness of the game, and couldn't wait for someone to release it. I couldn't believe my luck when a copy arrived the next day.

To my surprise, it was almost an exact copy, in both graphics and gameplay, and to be quite honest, is one of the best arcade conversions I've ever played.

You play the role of Road



▲ COMMODORE



▲ COMMODORE

way as a game — although the Atari ST price is a little steep. The graphics are in superb carbon quality, although Roady and Wile E. are still stickish, and each level has its own cartoon time soundtrack. Added to that, the tasters at the beginning and end of the game,



Runner, (Speedious Birdious), being pursued by that ever hungry Wile E. Coyote, (Starvingous Carnivorous), who's sole meaning in life is to do the Road Runner what Colonel Sanders did to chickens. Now the only weapons our feathered friend has are his legs, whereas friend of Wile E. has bombs, jet powered skateboards, jet packs, and logo sticks.

All Road Runner has to do, is to get to the end of each level, without being blown up, squashed, eaten, or generally being destroyed in numerous ways. This may sound easy but the hazards don't just come from our favourite meat eater but lay on the roads in the form of mines, trucks, boulders, crevasses, invisible paint and bird seed, all of which must be jumped, dodged, ducked and generally avoided, all except

which you may know from the original cartoon titles, show the ST's potential.

So, what else can I say? That's all folks!

► GRAPHICS  
► SOUND  
► VALUE  
► PLAYABILITY

9  
8  
7  
9

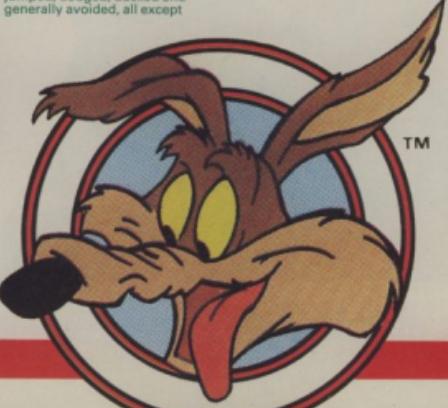
the last one. You must eat the bird seed, except the ones which Wile E. has faced with iron filings which will slow you down. Also on the road, are glasses of lemonade which you can either drink to gain a bonus, or make Wile E. drink to slow him down. When you complete a level and lose your last life, you can go straight up to it via a short cut on level 1.

As I've said, the gameplay is as close to the original arcade game as is possible and it's just as addictive. Shaun 'Trainblazer and Kik Start' Southern must be congratulated on the Commodore version, especially in the graphic department. You really feel like you're involved in a cartoon, as they capture the characters to a tee. I loved the way Wile E. looks round in amazement when you run past him! Both backdrops and sound are excellent and there's even the cartoon's jungle when you lose you last life.

My only criticism is that because each level is a multi-load, it could become a bit tiresome on cassette tapes, but on disk it plays like a charm. Buy this and you'll have fun for ages, and a guarantee that at some point you'll laugh out loud. I know I did!

► GRAPHICS  
► SOUND  
► VALUE  
► PLAYABILITY

10  
9  
9  
10





# FLUNKY



## FULL TIME FLUNKY REQUIRED

Menial manservant required for special duties at Buck House. The successful applicant will need experience of bomb disposal, fighting rats and avoiding homicidal guards, as well as a good conversational manner with Royal Personages. Excellent rewards for a candidate with quick reactions and strong nerves.

Apply for more information to:  
Helen Holland, Piranha,  
4 Little Essex Street,  
London WC2R 3LF Tel: 01-836 6633



Available soon on Spectrum,  
Commodore and Amstrad cassettes –  
all at £9.95.  
Commodore and Amstrad discs –  
both £14.95.

**STARLIGHT**  
SOFTWARE

# HYBRID

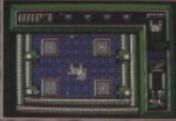
HAVE YOU GOT WHAT IT TAKES!



A complex and deeply developed strategy game brought together to generate the battleground of the future. HYBRID is a combination of superb graphics and original techniques to emulate those fevered imaginations hitherto found only in nightmares. HYBRID challenges your ability to master this superior space adventure. The superb detail and engrossing strategy is a feast for the imagination.

SPECIAL FEATURES

- + OVER 200 ROOMS
- + MULTIPLE ROBOT MERGE FACILITY
- + WEAPON SILOS, POWER PODS, TELEPORT CONSULES
- + MULTIPLE FIREPOWER & ARMOUR CHACHETS



C64/128 case £9.99 C64/128

disk £12.99 AMSTRAD cass

£9.99 AMSTRAD disk

£14.99 SPECTRUM £8.99



BY TONY CROWTHER & ROSS GOODLEY  
NOW FROM THE T.V. SERIES

# CENTURIONS

**Choose from an awesome array of weapons and prepare for the battle of a lifetime!**

**MAIL ORDER:** If your dealer is miles away you can order from us - send your crossed cheque P.O. made out to Ariolasoft U.K. Ltd., including your own name and address, to Ariolasoft, P.O. Box 461, London NW1 2ND

**BY TONY CROWTHER & ROSS GOODLEY  
NOW FROM THE T.V. SERIES**

**CENTURIONS**

**\* POWER-X-TREME!!!**

**\* EXOFRAME ON AND READY!!**

**ZAP MILLIONS OF BADDIES!!**

Ace McCloud, Jake Rockwell and Max Ray are THE CENTURIONS! Stop the evil Doc Terror in his desperate bid to destroy the world! Guide the Centurions through Space, Sea and Air, and find all six parts of the master key before it's too late!

**SPECIAL FEATURES**

- \* Multi-directional scrolling
- \* 3 massive levels
- \* Amazing 'Exoframe' feature
- \* 1 or 2 players co-operative game

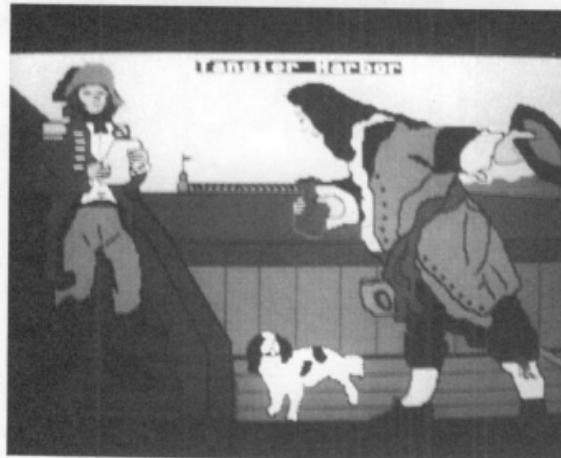
C64 128 cass £9.99 C64 128 disk £12.99 AMSTRAD cass £9.99 AMSTRAD disk £14.99 SPECTRUM £9.99

© 1987 SPARKS ENTERPRISE, INC.

# Pirates of the Barbary Coast

C+VG

REVIEWS



- MACHINES: CBM/ATARI ST/ATARI 800
- SUPPLIER: CASCADE
- PRICE: CBM/ST £12.95, ATARI ST £12.95
- VERSIONS TESTED: CBM/ST
- REVIEWER: JOHN

The infamous Bloodthroat the Pirate has kidnapped your daughter and is demanding 50,000 pieces of gold ransom for her. You'll have to decide whether to pay or blast him out of the sea when you get to his island at the end of the game, but first you've got to raise the ransom by trade or more risky ventures.

First stop, the Barbary Coast map which shows you're docked at Casablanca. You're immediately shown a manifest of the gold you have, your food and firepower — calculated in numbers of cannonballs.

The game's controlled by a series of multiple choice menus, some of which have only one choice (?) which you have to press to move to the next part of the game, and an

arrow cursor. You sail from port to port by pointing at the destination. You're then given the time it will take to get there and asked if you want to continue or re-select.

Once out of port you may be attacked by other pirate vessels. You have the choice of fleeing or standing your ground, but if you select the latter you'd better be prepared for some heavy confusion. The cassette infay describes how to stoke up and fire your cannon, but the instructions are for the Commodore version. It refers to a blue wooden sailing panel, which is yellow on the ST, but doesn't show its position on the screen. So, if you've got the ST version of the game, you'll have to work out which panel controls each cannon action.

Before you fire the cannon you have to load it by pointing at the powder in the keg to the right of the gun and ramming one of the cannon balls in. It took me half an hour to work

out how that was done. The instructions are unhelpful to say the least!

When you're loaded, select the cannon's elevation and the fire panel. The cannon goes off and, with luck and no help at all from Cascade, you sink the ship. You have 15 cannons but, if you're unlucky, you'll be knocked out one by one, and if you're mega-unlucky, you're ship will sink.

Back at port you've got the opportunity to trade, buy supplies and repair your ship.

The idea is to do what no British Prime Minister has done since the war and make your balance of payments show a profit. It's a slow business — and a terrible one because all you have to do is select from multiple choice menus, but there's no margin for error. Once you've sold stock of a certain product you don't get the chance to buy more at the same port.

Trading's a slow business, but there is a chance to go for

gold, literally a fortune in it.

When you've got a visit to the local port store you can bribe the keeper and he may give you a treasure map or a key with an X. Once you've got that you can make your way to treasure island but, because the same old selected menu control system is used throughout, even this section of the game — digging for treasure — isn't particularly exciting.

Cascade has hit on a mediocre game formula. Commodore strategists may enjoy it for a few hours but the ST version, which performs in low-resolution graphics mode, makes a mockery of the 16-bit power.

The company should either have added to the plot and produced hi-res graphics for the ST, or left the game on the Commodore.

	CBM	ST
► GRAPHICS	7	4
► SOUND	5	4
► VALUE	5	4
► PLAYABILITY	5	4

# THE MAN WHO WON/LOST THE MAN WHO LOST/WON



Gen. MacArthur



Adm. Yamamoto

## NOW YOU CAN CHANGE THE COURSE OF HISTORY

The battle for Guadalcanal has been called the most decisive single action of the war in the Pacific.

More significant, even, than Pearl Harbor.

The battle lasted six months. It took the combat skills, the courage and eventually the lives of thousands of dedicated fighting men, both American and Japanese, to bring it to a conclusion.

The battle for Guadalcanal is unquestionably the finest war strategy game to date.

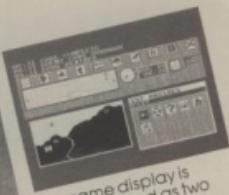
It is perhaps the first game to give you a true indication of the awesome responsibility of the battle commander.

Now you can re-fight the battle for Guadalcanal.

You can re-think the tactics. You can re-deploy the resources.

You can re-live the battle.

In effect, you can change the course of history.



The game display is best described as two halves. All general information about the game is in the top half while control of units and info on them are in the lower half.  
To the top right you will see a clock face. This runs at a speed of 1 minute for every 10 seconds of real time. The clock NEVER stops.

# THE BATTLE FOR GUADALCANAL

**ACTIVISION**  
ENTERTAINMENT SOFTWARE®

Commodore 64/128 Cassette & Disc ZX Spectrum 48K/128K+  
Amstrad CPC Cassette & Disc (A2 cassettes £9.99 and discs £14.99)  
Mail order: Activision (UK) Ltd, Units 3 & 4, Firsdown Road,  
Industrial Estate, Wellingborough, Northampton NN8 4SP  
Computer software program - Guadalcanal - designed by  
Ian Bird, developed in collaboration with Alan Steel



► MACHINES: SPECTRUM/  
AMSTRAD/C64/ATARI ST  
► SUPPLIER: US GOLD  
► PRICES: £8.99 (Spec), £9.99/  
£14.99 (C64/Amsi), £19.99 (ST)  
► VERSION REVIEWED: AMSTRAD  
► REVIEWER: TIM

It's fun being the boss. That way you get to pick and choose which games you review. If you can't there's not much point in being the Ed in there?

Solomon's Key is one of my favourite arcade games — and this is a very good conversion — right down to the tinkling little tune. OK, so the graphics can't hope to match up to the arcade original, but the boys from Probe have managed to capture the feel and the addictiveness of the original.

The idea is pretty simple. You play the part of an explorer searching a lost temple for the key to Solomon's treasure. You explore a network of rooms — screens to you — jam packed with puzzles and goodies to collect.

Each room is a network of stone blocks which can be destroyed and rearranged by your explorer at will. Some blocks hide goodies which can be collected. Some blocks are indestructible.

Most screens are inhabited by nasties who are out to get you at every turn.

More complex and dangerous hazards and combinations of blocks appear as you progress through the game.



# Solomon's Key

The aim on each screen is to collect a key which opens the door to the next level — while at the same time scooping up goodies for bonus points and extra lives.

The game is really pure arcade strategy. Find the best route to the key and the door within the time limit.

Watch out for useful objects — like fireballs which add to your limited defensive capabilities.

If you don't have them you have to dodge the nasties and create barriers.

Talking of blocks — which we'll do a lot in this review — you can sometimes swap

around hidden objects by destroying and replacing blocks.

Watch out for the messages which appear on some screens — solve the puzzles they pose and you'll gain entrance to the bonus mystery screens — just like the arcade version.

Solve the riddles — like "Cast a spell on the key at III III". What this means is that you must wave your want at the key in level III-III to get to the bonus level.

You may think fairies are weedy little creatures — but when they appear in this game better grab them quick — they grant you an extra life.

Don't sneer at the Speccy version's weak graphics, look behind them and play the game. It's just as playable as the other versions.

Loads of screens, tons of fun and hours of totally absorbing gameplay make *Solomon's Key* a must for you summer holiday entertainment. It's an ideal mixture of *Bombjack* and that all time C+VG fave *Pengo*.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



# Re-bounder

C+VG

REVIEWS



► MACHINE: C64  
► SUPPLIER: GREMLIN  
► PRICE: £9.95 (tape)  
► REVIEWER: TIM

Thing has bounced back — and now Gremlin has given that all time fave, *Bounder*, a rethead and sent him out to face more deadly dangers.

Unlike many sequels, which often attempt to spin out a successful theme and tempt you to part with your hard won cash for more of the same, *Rebounder* is a very playable stand alone game. *Bounder* fans will curl up their toes with joy when they get their hands on a copy.

*Bounder* finds himself in the Overlord's fortress, which is heavily defended by all sorts of aliens, bubbling lava pits, slime-jelly, and other horrible hazards.

Your job is to steer *Bounder* over, around and along the familiar suspended platforms and hazards to reach the Overlord in time for the final showdown.

At the end of each level you'll come across a Sentinel, one of the Overlord's more powerful minions. Defeat it and you move on to further more dangerous levels.

The first level is simply to get you used to handling old *Bounder* again. After all, it could've been some time since you've played the classic original.

It may have just been me but I felt that this new *Bounder* wasn't quite as responsive as the first — but after a couple of sessions the extra added attractions thrown in by the programmers more than make up for it.

*Bounder* can defend himself against the Overlord's alien minions by firing various projectiles at them. Collect the 'F' symbols and you get different sorts of weapons, instigated by a number at the side of the symbol. A few games and you'll know what you're picking up.

Watch out for the 'A' symbols too — these give *Bounder* a suit of designer armour, protecting him against the attentions of even the most persistent alien attacker.

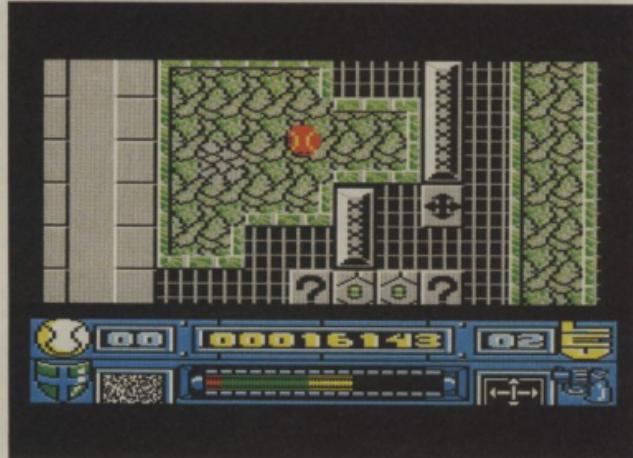
As in the original there are slabs that make *Bounder* bounce further, slabs that provide extra points, slabs that give mystery bonuses — good or bad — plus new things like the smart bombs needed to defeat the Overlord and the neat inflation stations which

allow you to pump *Bounder* up.

More pressure in the ball makes for higher jumps. But don't pump him up too much — otherwise you'll be clearing up a nasty mess on the inside of

And you'll want to keep coming back for more because the game is just as addictive as its predecessor. Take our advice and catch a copy today!

IDEAS Central and The Ed



your TV screen!

Complete the first training level, defeat the Sentinel and you get a choice of directions. You can continue bounding left to right — or switch to scrolling up OR down. All of which should give even the most demanding *Bounder* freak value for money.

There are no less than nine different sorts of aliens to contend with — each with different capabilities. But there's one thing they have in common — if you don't blast them they'll get you as sure as eggs to eggs.

Beware the Crackle. This is a sort of mobile — and very deadly — electric barrier. Shoot out the terminals and you path will be clear. Fail and you'll be fried. You can try to jump, but you'll fail nine times out of ten.

Graphics and sound are excellent — in fact the whole package is extremely well presented, including the intro messages which feature some amusing bits of coders trivia.

*Rebounder* is bound to have many hidden secrets — only to be unlocked by prolonged play.

await you hints tips and cheat modes with anticipation. But do an old man a real favour will you? Don't keep us waiting too long!

► GRAPHICS                            9  
► SOUND                                8  
► VALUE                                8  
► PLAYABILITY                        9

C+VG  
HIT!



## Suncom Joysticks.

Compatible with the toughest kids

Suncom joysticks are tough, capable of taking the rough with the smooth. Combining durability and quality they are among the most reliable joysticks available. Which is why Suncom offer what no other manufacturer can offer - a 2 Year Guarantee on our Starfighter and Tac range. Compatible with most popular home computers, this range is available from all good computer stores. Remarkable prices start from just £5.99.

Suncom joysticks. Made to last.



**Suncom**

NOW! £5 OFF ALL TRADE PRICES

## YOUR MICRO DESERVES THE BEST...

When your home or business micro costs several hundreds of pounds, it deserves the finest repair facilities in Europe (well, probably!). And the finest prices – £5 off trade rates for a limited period only. ★ How? At Verran we use our own range of advanced automatic test equipment (now sold worldwide), backed by stringent 2-8 hours soak-rack testing. That means speed, ultra-low prices and, most important, guaranteed reliability. For the first three months we'll repair any fault free. For the next three, at half these quoted prices. ★ It's the finest service available.

★ Currently we handle over 3500 products on average every day. Providing services for such leading companies as Amstrad plc, Commodore Business Machines, Sinclair Research, Rank Xerox, Dixons, Currys, Boots, W H Smiths, John Menzies and many more.

★ Join them and take up our special offer now.

Recommended and Approved by

<b>AMSTRAD</b>	<b>ATARI</b>	<b>COMMODORE</b>
ACORN	SINCLAIR	

## EUROPE'S LEADING COMPUTER REPAIR CENTRE

...AND UNBEATABLE DISCOUNTS ON ALL COMPONENTS!!!

★ With over £500,000 worth of spares in stock, we can meet many of your specialised requirements. We've listed a few examples and for anything not displayed just call us and we'll quote immediately inclusive of first class post.

### SPECTRUM SPARES

Z80 CPU  
ULA 60001  
Power Supply  
ROM  
4116 RAMS  
ZTX 690  
ZTX 213

### COMMODORE SPARES

6510 Processor	12.00
6525 CIA	12.00
6581 Sid Chip	15.00
901225 Graphic ROM	10.00
901226 Basic ROM	10.00
901227 Kernel ROM	15.00
906114 House Keeper	10.00
6569 - VIC	18.00
4164 RAMS - Memory	1.00

### Power Supplies

C64	19.50
C16	15.00

All the above prices include VAT but please enclose a further £1.50 post and packing on all component orders.

### HOW TO CONTACT US

★ For quotes on computers not listed or on any component, telephone 0276 66266. (Quoting VID 097).

★ To send us your micro for repair, mail it securely packed, accompanied by cheque, postal order (made out to Verran Micro Maintenance Limited) or quote your Access or Barclaycard number. And to obtain your special discount quote VID/097.



Verran Micro-Maintenance Limited, Unit 2H & 2J, Albany Park, Frimley Road, Camberley, Surrey GU15 2PL. Telephone 0276 66266.

★ <b>SPECTRUM</b>	TRADE £19.95	NOW £14.95
★ <b>COMMODORE 64</b>	TRADE £24	NOW £19
★ <b>BBC B STD BRD</b>	TRADE £30	NOW £25
★ <b>AMSTRAD 464</b>	TRADE £25	NOW £20
★ <b>ELECTRON</b>	TRADE £25	NOW £20



**C+VG****REVIEWS****Superior Collection**

- MACHINES: BBC/MASTER
- SUPPLIER: SUPERIOR
- PRICE: £11.95 (DISK)
- VERSION TESTED: BBC
- REVIEWER: NICKY

It's become fashionable for the games people to produce compilation tapes and disks of their games — and it must have set a lot of teeth gnashing. For what you could have paid for just one game in the past, you can now have a whole library of games. Frequently first rate ones.

Superior fans have been eagerly awaiting a collection of Superior hits, and here it is — the Superior Collection, volumes 1 and 2. On each disk you get seven old favourites and one new release. On volume 1, there's *Repton*, *Karate Combat*, *Star Striker*, *Airlift*, *BMX on the Moon*, *Wallaby* and *Smash & Grab*, plus new boy *Synchron*.

*Repton*, *Karate Combat* and *Star Striker* are among the cream of Superior's games, all excellent quality. *Airlift* and *BMX on the Moon* are more

average, but still well presented, while *Wallaby* and *Smash & Grab* are basic climbing round the screen games and nothing to get excited about.

*Synchron* is a good quality game in which you fly around collecting power orbs, destroying as many flying and ground targets as you can.

On Volume Two, you get *Repton Two*, *Deathstar*, *Space Patrol*, *Mission Control*, *Battle Tank*, *Crazy Painter* and *Overdrive*, plus new release *Kix*.

The seven old faithfuls are

well up to Superior standards. *Kix* is not unlike *Crazy Painter*, where you have to try and fill in as much of a huge square as you can — but there is a 'thing' hanging around which blows you up if it touches you or the trail behind you. Good nerve-wracking stuff.

At £11.95 each, you're not likely to find better value for money in the BBC games world.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

8  
8  
10  
8

**Sneakaliser**

- MACHINES: BBC/ELECTRON
- SUPPLIER: BUG-BYTE
- PRICE: £2.99
- VERSION TESTED: BBC
- REVIEWER: NICKY

Bug-Byte's latest is not for the squeamish. You are a mouse engaged in a life or death struggle with three patrolling mogies. The idea is to collect keys which release a giant cat trap.

While you are collecting the keys in a race against time, the cats are at liberty to bash you. But once the cat trap is released, it's moggy watch out. The visual and sound effects when a cat gets itself caught in the trap are pretty grisly.

There are two modes in this game, 'sheer panic' and 'sweaty palms' and 'sweaty palms'. For sheer panic, read reasonable pace, for 'sweaty palms', read 'dead slow'. Goodness knows why they put the slow mode in.

The graphics are Bug-Byte's favourite mode two type, blocky and uninteresting, although there are one or two nice

touches — the way the cat gives the mouse a thumping and the stars which swim around the victim's head, for instance. And these cats have brains — if they see you, they go for you.

The sound is impressive. The tunes are actually worth listening to and don't simply get in the way, and the sound effects during the game add to the fun.

On the debit side, the action is held up for too long when you lose a life, and when you've lost one life, you've often lost the lot — when the game restarts, you opponent is still right by you and it's extremely difficult to get away. I spent several boring minutes watching my lives slip away, without being able to continue playing, or interrupt and restart.

It's maybe worth the £2.99 price tag. But *Tom and Jerry* it ain't.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

- MACHINES: BBC/B+ /MASTER
- SUPPLIER: MICRO POWER
- PRICE: £7.95
- VERSION TESTED: BBC
- REVIEWER: NICKY

Here's another collection of games to join the growing library of compilation tapes and disks. Makes you sick, doesn't it? Well, you think of the bad old days when you paid £7.95 — probably more — for just one paltry game!

Micro Power has crammed a whopping ten games on to this disk, but they are not all gems, I'm sorry to say.

First you get *Mr EE*, a good copy of the arcade game *Mr Do*. It's another *Pac Man* clone, wherein you nip around the screen eating fruit and avoiding monsters.

*Helldriver* is good for an hour or two. You drive around a maze running over flags to get points, while attempting to dodge other cars and obstacles. Rather basic graphics.

*Frenzy* is a near relation of *Crazy Painter*. You have to trap

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

5  
5  
8  
8

**Sneakaliser****Magic II**

- MACHINES: BBC/B+ /MASTER
- SUPPLIER: MICRO POWER
- PRICE: £7.95
- VERSION TESTED: BBC
- REVIEWER: NICKY

Leptons, which seem to be sub atomic particles running amok. You do this by painting in the box, hoping the Lepton doesn't touch the trail you leave behind you.

*Cybertron Mission* is an old favourite, where you explore a maze of rooms shooting things and picking up things.

There is also an excellent Chess game, with very OK graphics, as far as the rest — er, dear Stuck-in-filters —

There is a very average climbing ladders game, *Felix in the Factory*, a very basic version of space invaders, albeit with slick speed, *Positron*, a two-layer shoot-down-your-opponent flying game, *Bandits at 3 O'clock*, and a test-your-knowledge-of-the-world quiz called *World Geography*.

Still, at £7.95, there are enough solid offerings to make this disk excellent value.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

5  
5  
8  
8

**Magic II**

# ACE 2



- High speed one or two pilot action.
- Computer opponent has advanced artificial intelligence at 20 skill levels.
- Comprehensive options.

Commodore 64 Disk	£14.95
Commodore 64 Cass.	£9.95
Spectrum 48 Cass.	£9.95
Spectrum 128 Cass.	£9.95
Commodore Plus 4 (64k)	£9.95
IBM PC	£9.95
Atari ST	£9.95
(IBM and Atari for Christmas)	

Air-air and air-ground combat.

- Real time real space combat.
- Equipped with two aircraft types and a variety of modern missiles.



13 Hawker Crescent, Haregate, HG1 5BC, England Tel. 0423 525125  
24 The telephone ordering 0423 504663 Idea: 26 68 71 MONKEY G Quattro 72 51AG 0120

Software developed by Cascade Games Ltd. © 1988 Cascade

**ACE 2**  
THE ULTIMATE  
HEAD TO HEAD  
CONFLICT

# Centurions

- MACHINES: AMSTRAD CPC RANGE, COMMODORE, SPECTRUM
- SUPPLIER: ARIOLASOFT/REAKTOR
- PRICE: £9.99 (CBM, AMS), £8.99 (SPECTRUM)
- VERSION TESTED: COMMODORE 64/128 DISC
- REVIEWER: JOHN

Doc Terror's out to destroy the earth, and *The Centurions* — fresh from a successful cartoon season on BBC TV — form the



only force that can stop him. Beneath their powerful exosuit body armour, studded with speed assault weapon systems, these highly skilled super troopers are all too human. Ariolasoft estimates that the exoframes give *The Centurions* the power of 1,000 men with machine-like dedication. The three-man team — codenamed Earth, Sea and Air — will need all their extra abilities to defeat Doc's robotic minions.

Doc's plan is to steal a lethal nerve gas. It's hidden at the centre of the high security complex, protected by a myriad of locked doors. Your team's job is to find the correct keys, gain access to the complex, find the chemicals and keep it safe.

You'll have to use the mobile team as certain areas, in which keys are kept, are off limits to all but one member. Keys are placed on plinths within air, black, sea blue and land yellow areas. Only the corresponding member of the team — Air on Air, Land on Land — can enter those areas. Once you've picked up a key you race around the entrances to the security complex looking for a door with a lock hole the same shape as your key. If you strike lucky the door disappears and you can

enter the complex ready for a showdown with the Doc.

You can switch between characters in each of the three sectors of the game by skimming your cursor over the air, land, and sea icons. The player doesn't change shape when you change character but the name of the new character is put up on the status display on the lower third of the screen. That confusing? Well it isn't because you'll know if you hit a no-no area. Your character's score takes a dive.

The scoring system is a little odd but, once you get used to it, you will see that *Centurions* can be played in one of two ways. The main score starts at 1000 and decreases when you're hit by a laser beam or bashed by a monorail. When the life energy level reaches zero, the game's over for the current character but you can protect him for a while, at least, with armour which you'll find are carried by some of the creatures lurking around the play area. When you shoot one of these creatures a flashing armour symbol appears in its place and, if you glide over it, your character is clothed with a new weapon system.

Each set of armour includes a different type of fire power.



# Star Paws

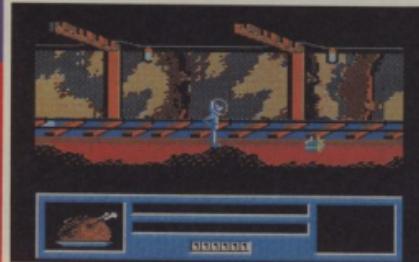
- MACHINE: COMMODORE 64
- SUPPLIER: SOFTWARE PROJECTS
- PRICE: £5.95
- REVIEWER: LEE

Occasionally, a game arrives in the office, that blows the socks off everyone who sees it. *Star Paws* is just such a game. Software Projects has now

decided to lower the price of all their games to six pounds, which makes this an even better buy than it was full price, which to be honest, is saying

something.

Now to be quite honest, I felt that the storyline to *Wizball* was going slightly beyond the realms of silliness, but *Star*



C+VG

► MACHINE: SPECTRUM  
► SUPPLIER: CRL  
► PRICE: £8.95  
► REVIEWER: TIM

So you thought you'd seen every possible angle on martial arts? Well, you couldn't have been more wrong. Meet the *Ninja Hamster* — a fiendishly furry blur of flailing fists and feet.

This game started out life as a joke — an irritated company PR person making up a title just to get a journalist off his back. But then the idea of a *Ninja Hamster* seemed to stick and so a legend was born.

Well, not quite a legend — more a bit of fighting fun. And by your response to our *Ninja Hamster* Competition you think it's a laugh too. More on that next issue — but meanwhile back to the review.

The story goes like this. Old Hammy has been in training in a mountainside rodent monastery for absolutely ages — a fortnight at least.

Spinning round in a little wheel, eating sunflower seed sandwiches, that sort of thing.

Now he's heard that his village is under attack by a gang of jostling vipers lead by the Lizard of Death, the Sinister Rat and the Loony Lobster to name but a few.

It's Hammy's job to battle this motley crew in hand to hand Ninja combat.

Load the game up and you'll be confronted by the regular karate combat screen layout — except that the fighters are big, cartoonish style comic characters. And it's this that makes the game different from the run of the mill combat challenge.

Each character is dressed up in a neat way. The Sinister Rat looks a bit like a Wallaby with a mustache while with a spiky club, Mad Dog is dressed as an American Football star, and so on.

There are eight villainous vermin to defeat in order to save the village — two on each load. Yup, I'm afraid you'll have to keep going back to the tape player in order to complete the whole game. A bit of a bind this.

There's a two player option as well — which as with all combat games — makes the thing a whole lot more interesting to play. I found that after the novelty of the funny graphics, little comic style speech bubbles had worn off the whole thing a bit too easy.

I defeated The Rat using the tried and trusted low sweeping kick time after time — the computer controlled opponents seem to be too easy to overcome.

You have to defeat each of the opposing animals about four times before you get to move on to the next one. The number of falls your enemy or you have taken is indicated by apples at the top of the screen which have bites taken out of them with every fall.

Graphics aren't bad, sound is

You'll be able to shoot walls of laser power, scattered bursts, and lines of sap as well the normal rapid laser bursts. Each laser weapon is powerful in its own right but just make sure you don't let them off in confined space or you'll end up shooting yourself — and that'll lose you some important life energy.

*Centurions* transcends the normal arcade shoot-'em-up



Paws beats that hands down.

You take on the role of Captain Rover Pawstrong, who has been sent to defeat a colony of, get ready for this, Tasty Spicy Griffins. You, although are loyal and friendly animals, find themselves at the centre of an inter-galactic plot to overthrow their order of peace and stability in space. Now you may ask how are they going to do this. Well quite simply, this is an illegal flock of oven-ready griffins, which have been bred by a group of mercenaries, who plan to sell this rare bird at ridiculous prices, thus destabilising the monetary system, and allowing them to take over the entire universe. Sounds awful, doesn't it?

This is where you come in. You've been sent to the planet where the birds are being raised and have been ordered to either destroy, or capture every single bird, and every married one if it comes to that!

This is where you come in. You've been sent to the planet where the birds are being reared, and have been ordered to either destroy, or capture every single bird, and every married one if it comes to that!

type of game while retaining instantaneous action and hoards of aliens who'll put up a quick fight if that's all you want. It's not the main aim of the game but Ariolasoft has included an alien kill score just in case you're not so hot at solving the key finding and mapping puzzle. You'll need to play continuations as an arcade adventure, which requires mapping, if you're to get the most out of it. If you want high scores it'll give them to you, if you're up to the Doc's alien barrages, but you'll need a steady, logical, strategy if you're to beat this superb game, and not just the monsters that inhabit it.

► GRAPHICS 8  
► SOUND 8  
► VALUE 9  
► PLAYABILITY 9

This may sound easy, but even though the birds are friendly, they won't let anyone catch them, let alone kill them. To help you slay the space ship invaders, there are on the surface of the planet, which contain extra means of propulsion, extra weapons to kill the birds, mining lamps, and bonus puzzles, which are basically a simplified version of *Split Personality* from Domark. At certain points, you can go under the surface into a mine, which may contain some griffins, or may not. If you activate a matter transporter, you play a game, similar to the first stage in *Beach Head*, in which you angle a gun, and try and blow the birds up.

There is a great title screen, brilliant super smooth Parallax scrolling, and a great Rob Hubbard tune, that is one of the best.

Overall, it is excellent value, and at the price, if you miss it, you must be off your rocker!

► GRAPHICS 8  
► SOUND 8  
► VALUE 9  
► PLAYABILITY 9

# REVIEWS

# C+VG

## Ninja Hamster



minimal and gameplay gets a bit repetitive.

*Ninja Hamster* doesn't add much to the martial arts theme — except to generate a bit of humour. But sadly the joke isn't enough to last long enough for



me to want to shell out for a full price game — at budget price things might be different.

► GRAPHICS 8  
► SOUND 8  
► VALUE 6  
► PLAYABILITY 6



8  
8  
6  
6

# THE FOX IS BACK!



# S.T.A.R.F.O.X

STARFOX

V	A	I	L	E	0
Y	I	I	A	G	1
SPECIATION	S.0.9	CONNOISSEUR	CASS.	10.99	
ANISTRIAN	CASS.	11.99	ASTRIAN	BIGG	114.99
SPINOUT	11.99	11.99	11.99	11.99	



# Star Fox

► MACHINE: AMSTRAD CPC DISC  
► SUPPLIER: REAKT/RU/  
ARIOLASOFT  
► PRICE: £9.99  
► REVIEWER: JOHN

Take the combat module out of Firebird's *Elite* and you've got *Star Fox*, with one very important difference. The wire-framed attack ships are colour-filled and the resulting combat sequences aren't noticeably slower.

You play Hawkins, a Star Fox flyer in the Hytuan system. Peaceful though it seems the System was enclosed on a Rubicon cube protection system, but now the cube has been breached and a new planet has drifted into the galaxy.

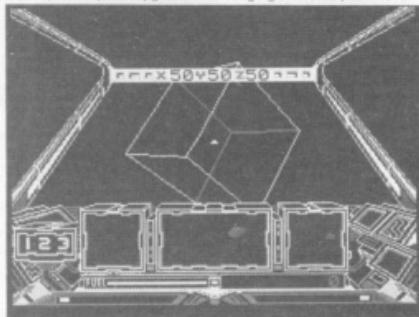
The inhabitants are hostile and attack everything that enters the planet's path. Suddenly, your mission is to chase and destroy these aliens through eight levels of gameplay. Not only that but each level contains a task, revealed at the beginning which you must complete before you go onto the next.

Your Star Fox fighter is equipped with a simple MK1

laser at the start of the game which, according to the instruction manual, is fairly useless. Eventually you get the opportunity to find and visit one of the eight friendly, federated planets. Each is hidden by a worm hole in space, so the location is difficult to find, but once you're there you can repair your ship and upgrade

your laser power. One visit only is allowed per level so you'll have to rely on support ships, who're out there with you, to keep your fuel supply up and laser power flowing.

As if the aliens weren't enough, you'll also have to fly through electron and ice crystal storms. If you're used to dodging asteroids you'll have



REVIEW

C+VG  
9

no trouble with these smaller objects but if you're at turbo speed you're in for some bad damage.

When you've finished one level you have to get off the Cube and into the next. Select the orientation display, which shows your ship in the middle of a huge cube and rotate it to the port where the face of your Star Fox is facing the exit point. Then head for it and time warp to the next stage of the adventure.

*Star Fox* is a repeat of so many games, *Starion* and *Elite* being the favourites — but it contains enough style of its own to make players who part after this type of game sit down and take note.

► GRAPHICS 8  
► SOUND 7  
► VALUE 7  
► PLAYABILITY 8

# Mega Apocalypse

► MACHINE: CBM64  
► SUPPLIER: MARTECH  
► PRICE: £7.95  
► REVIEWER: NIGEL

Just how much can you say about a game that was in the arcades three years ago, on your 64 two years ago and now surfaces with a corny title like *Mega Apocalypse*? Quite a lot, as it happens.

It's a one or two (simultaneous) player game. Set against the backdrop of one of the slickest, smoothest star routines I've ever seen, wave after wave of planets, asteroids and comets move into view. The rules are simple: everything moves at 100mph — except when it's going faster. There are one or two fiddly bits (pods) which you have to collide with for bonuses (extra speed/lives/missiles/rotate control), everything else you blast. The faster it moves, the faster — hopefully — you blast.

Missiles are your most useful weapons. Launch one and watch it lock onto the fastest planet and shoot right up its tail! Ka-boom!!! You need all the fire power you can get, too, with the likes of Mad Xothopian around, a planet the size of well, er, Earth.

Don't worry about memorising endless waves of aliens or asteroids. All you need for *Mega* is skill, and plenty of it, because it's a very, very hard

game. Learning how to avoid comets and catch pods while blasting planets doesn't take a diploma, just lightning fast wrist-action.

The best technique is always to blast the seven planets on each screen before they reach full size. Do this and you get massive bonuses of 2,000, 4,000 and then 8,000 points, if you manage it three times in a row.

The game features speech, but everything in *Mega* (except

C+VG  
HIT!

the seven and a half minute music track) is sampled to give brilliant *Star Wars*-style sound effects. Five channel sound and, for the first time on a 64, nothing slows down for the ageing.

If you cringe every time all those superlatives are rolled out for each successive 'genuine arcade action, blast-'em-up sensation' buy *Mega* and throw away your dictionary.

► SOUND 10  
► GRAPHICS 8  
► VALUE 8  
► PLAYABILITY 9



10  
8  
8  
9

**C+VG****REVIEWS**

# Barbarian

► MACHINES: AMIGA, ATARI ST  
► SUPPLIER: PSYGNOSIS  
► PRICE: 24.95  
► VERSION TESTED: AMIGA  
► REVIEWER: CHRIS

At last, they've done it! Psygnosis has finally written a game, Psychosize, which you don't need A-level Physics and a CSE in Maths to play!

Explain myself? OK... Brattacus, the company's first game, was not as I had expected it to be. It was far too complex, and really slow, but amazingly managed to sell quite well.

Arena, the first 16-bit Track & Field had great graphics, although very slow, but suffered from the same

problem, some of which are hidden in the most amazing ways.

When loading up the game, you are entertained by a number of beautifully drawn screens, which set the mood for the game. The main screen is of Hego standing with his sword, raised above his head over a metal chain.

You appear in the dangerous marsh lands bordering Hego's home village, and from there you start towards the Underworld.

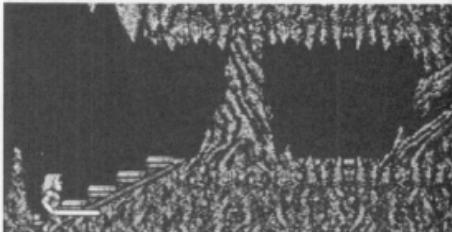
Control of your mighty warrior is by mouse, keyboard or joystick, although the latter is not recommended at all. I found the mouse easiest, and quickly got to grips with the controls.

You move Hego about with various wonderfully drawn icons, which decorate the lower quarter of the screen. Using these you can make your barbarian stroll, run, jump, somersault, attack, pick up objects, climb ladders and even

nasties decides to have lunch, you can bet he has got a tasty barbarian arm in mind, so how do you stop him? Well, as with all mighty warriors, you have a magic sword which likes nothing better than to play with a demon's intestines, so all you

After most sound effects, be they 'OO', 'AGH' or 'BOING', instead of blissful silence, you get a loud click as the sample ends.

Should you make it to the dark parts of the Underworld, you will discover a bow which,



have to do is let it do the talking.

Sometimes this is not the best idea to handle the situation, and so a knowledge of somersaults comes in handy. Don't worry, all barbarians come with lifetime's somersaulting ability guaranteed.

When you do something, be it attack, defend or jump, the graphical action is accompanied by various barbarian type groans. These range from 'OO' and 'HA' to the more complex sentences such as 'OO ER HUR, AAAAAAAAGHHHHHHHHH ...

All other creatures make noises as well, dogs bark, werewolves growl and bows go 'Boing' as they launch arrows at you. This brings me to an important part of the game ...

like everything else, is guarded. The guard in question is a huge metallic being, who carries a large unfriendly looking mace.

It is, in fact, impossible to kill the guy, although I will tell you that you must have a bow to destroy Necron's dragon.

This is a difficult task, and one which I fail at time and time again. You see, I shoot the dragon, and he shoots me back, so we both die. I can't figure out how the hell you can get past him, but it is possible.

So at last we've got a Psygnosis hit, great graphics, brilliant sound and for once, excellent gameplay.

► GRAPHICS 10  
► SOUND 6  
► VALUE 9  
► PLAYABILITY 10

problem.

When Barbarian landed on my doormat, I hoped and prayed that this game would be the turning point. Phew!, what a relief I got when I loaded it.

Barbarian is an arcade adventure of the classic, cult following type. The game is the story of a young barbarian named Hego, and is all about his quest to destroy the evil Necron, an evil being who killed his father.

Accompanying the disk is a novella, a seemingly popular device employed by software houses, which tells the tale of Hego and his father, and the story ends where the game begins.

Many valuable clues are to be obtained from the novella,

run for his life.

As you venture through Necron's lair, the screen does not scroll in the true sense, which is a shame, nor does it flick between screens like *Sabre Wulf*. Instead it 'flick scrolls', which is one of the only faults this game has.

Passing by the amazing graphic backdrops, you encounter some of the most evil creatures you could possibly imagine. You get werewolves, ghouls, lizards, and, of course, a nasty fire breathing dragon.

With all this going on, you just have to sit back and stare at the true arcade quality graphics, and gasp at the amount of work which has gone into each screen.

Anyway, when one of these



# BUBBLE BOBBLE

TM



From Taito, the masters of arcade entertainment  
**'BUBBLE BOBBLE'**

Blow and bounce and bob your way into oblivion in this incredible conversion of the greatest arcade game of the year...

Bubble Bobble will blast your brains and bruise your senses...

Baffle yourself...buy Bubble Bobble

Spectrum £7.95 Commodore & Amstrad cassette £8.95 Commodore disk £12.95 Amstrad disc £14.95, and for the Atari ST £19.95



Firebird Software, First Floor, 64-76 New Oxford St., London WC1A 1PS.  
Firebird is a Registered Trademark of British Telecommunications plc.





► MACHINES: C64/AMSTRAD/SPECTRUM/ATARI ST  
► SUPPLIER: ELITE  
► PRICES: £7.95 (SPECTRUM) £8.95 (AMSTRAD) £9.95 (C64) £14.95 (ALL DISCS)  
► VERSIONS REVIEWED:  
SPECTRUM/AMSTRAD/C64  
► REVIEWER: TIM

Bing, bing, bing! The sonar is ticking away nicely but it still hasn't managed to pick up that sneaky sub, and it's bound to be living in wait, ready to pick off my flagship carrier. Where IS the little \*#@!

The tension mounts as another classic sea battle reaches its climax. Which fleet will emerge victorious? Who will survive to sail back to home base?

Who'd of thought it could be done? That old school boy classic Battleships on computer. If anyone had told me that it was being done I would have had to smother a snigger or two.

But the trouble truth is that

controls and decide if you want to play against the computer, a friend or indulge in a bit of multi-player action.

Two players compete at any one time then take on all-comers in a knock-out tournament. This is the only way you can get your name on the hi-score chart.

Playing the game goes like this. First you position your ships on the battle-sea. The sea is represented as a grid system and you can place different shaped groups of squares.

The computer/player two goes through the same procedure — then it's on to the good bit — the blasting.

You begin with 24 shots which you position in the squares of the grid using a cursor.

Starting out you simply have to guess where position your firepower — it's a good idea to simply spread your shots

evenly over the grid.

Once you've used up your ammo the screen display switches to the attack screen which shows an animated view of your shells hitting or missing the enemy ships.

The ships you're attacking are displayed in detail down the side of the screen in the 64 version, while the Spectrum and Amstrad games show you the fleet bobbing about on a pixelated sea.

If you hit a ship, a square on the grid is filled in red and this is indicated by a blue square. If you've remembered the shapes of the different ships you'll be

able to direct your fire more accurately. But remember they can be rotated diagonally on the grid.

Your attack over and it's the turn of your opposite number to attack you in exactly the same fashion. If one of your ships is sunk you lose firepower. And it's quite distressing to see them slip beneath the waves.

Don't despair if your big ships take a beating. It has been known for a tiny missile ship — just two squares in size — to stick around long enough to beat the enemy fleet.

Spectrum and Amstrad versions are graphically similar to the same attack/battle screen shown on boats on the sea. The 64 version is different. It shows a bow mounted ship gun blasting away at the horizon while planes fly over head dropping bombs.

As boats are hit they settle in the sea — several hits are needed to finish them off finally and it has been known for a totally crippled ship to sail past in the victory parade!

Gameplay is much the same on all versions — after all you can't really change much in such a simple concept. In fact it's so simple it's brilliant.

# Battleships



Battleships — a 50 year old game! — is simply horribly addictive.

Play the computer, play a friend, play loads of friends in this updated strategy style offering based on the game you used to play with a couple of scraps of paper and pencils.

Load up the game and you are presented with an options menu. This allows you to select

# EXOLON



Don't buy another game until you've seen Exolon - the scorching new space-play hit from Hewson.

To rid the planet of deadly aliens, you are armed with a rocket launcher disguised as a back-pack - but the odds are loaded against you. With exploding birth pods, landmines, shattering grenades and rampaging rocket guns - you'll need all your skill to outwit the enemy . . . but you do have the advantage of being able to change your level of protection - giving you more power and speed - at a touch . . .

Can you meet the challenge of Exolon?

**SPECTRUM • AMSTRAD**

Cassette £7.95

Cassette £8.95  
Disc £14.95

**COMMODORE**  
Cassette £8.95  
Disc £12.95

# HEWSON

Hewson, 56b Milton Trading Estate, Abingdon, Oxon OX14 4RX

Hewson Consultants Ltd.

As part of our continuing development of innovative software we are always happy to evaluate software sent to us with a view to publication.

For Mail Orders send a stamped P.O. to Hewson  
Cassette Prices include postage by Royal Mail  
Disc Prices include postage by CDS and by Royal Mail  
Signature Name and Address

ATARI

COMMODORE

SPECTRUM

SPECTRUM



# WOOLWORTHS TOP 30 COMPUTER SOFTWARE

AUGUST 1987

COMMODORE



AMSTRAD



ATARI



POSITION	TITLE	SOFTWARE HOUSE	MACHINE TYPE	PRICE
1.	Last Ninja	System 3	CBM	9.99
2.	Barbarian	Palace	Spectrum	9.99
3.	Enduro Racer	Activision	Spectrum	9.99
4.	Wonderboy	Activision	Spectrum	9.99
5.	6 Pack	Elite	Spectrum	9.95
6.	Barbarian	Palace	CBM	9.99
7.	Paperboy	Elite	Amstrad	8.95
8.	6 Pack	Elite	CBM	9.95
9.	Wonderboy	Activision	CBM	9.99
10.	World Class Leaderboard	U.S. Gold	CBM	9.99
11.	Army Maves	Ocean	Spectrum	7.95
12.	World Games	U.S. Gold	Spectrum	8.99
13.	Road Runner	U.S. Gold	Spectrum	8.99
14.	F15 Strike Eagle	Microprose	Spectrum	9.95
15.	Gauntlet	U.S. Gold	Spectrum	8.99
16.	Big 4	Durrell	CBM	9.95
17.	Game Over	Ocean	Spectrum	7.95
18.	Metro Cross	U.S. Gold	Spectrum	8.99
19.	Road Runner	U.S. Gold	CBM	9.99
20.	Leaderboard	U.S. Gold	Spectrum	9.95
21.	Game Over	Ocean	CBM	8.95
22.	Living Daylights	Domark	Spectrum	9.95
23.	Trio	Elite	Spectrum	9.95
24.	Konami Coin Op	Imagine	Spectrum	9.95
25.	Living Daylights	Domark	CBM	9.95
26.	Trio	Elite	CBM	9.95
27.	Paperboy	Elite	Spectrum	7.95
28.	Konami's Coin Op's	Imagine	CBM	9.95
29.	Quartet	Activision	CBM	9.99
30.	6 Pack	Elite	Amstrad	9.95



# WOOLWORTHS

*A Great Deal in Entertainment*



\* At selected larger stores. Mastertronic games at £1.99 and £2.99

\* Items subject to availability

COMMODORE

SPECTRUM

SPECTRUM

AMSTRAD

SPECTRUM

# Catch 23

# 23

# REVIEW

# C+VG

# C12

► MACHINES: SPECTRUM/C64/AMSTRAD  
► SUPPLIER: MAR TECH  
► PRICE: £8.95 (CASS) £12.95 (£13  
64/AMSTRAD DISC)  
► VARIOUS REVIEWS:  
SPECTRUM  
► REVIEWER: TIM

There's only one catch in *Catch 23* and that's the fact that you need plenty of spare time to play it. *Catchis BIG!*

Maritech have come up with a computer strategy/hidden game that will appeal to gamers and fans of vector graphic adventures like *Elite* and *Cholo*.

Intelligence reports and satellite pictures have confirmed the worst — the enemy's CK 23 orbital interceptor is operational. Able to take off and land like any conventional aircraft, the revolutionary CK 23 is also able to escape the earth's gravitational pull and then achieve geo-stationary.

There it can lie in wait, for weeks at a time, ready to blast back into the atmosphere at frightening speed to intercept and destroy enemy missiles or aircraft with its sophisticated missile and weapons.

The CK 23 test development site is the most secret military complex on earth. Hidden somewhere on a mountainous and now deserted island, it is surrounded by deadly minefields, high voltage electric fences and surveillance cameras. The island itself is bristling with military activity, from armed foot patrols to roaming lethal armoured vehicles.

It is your mission to explore the island and find the heart of the development complex. Once there you must steal the design of the CK 23 and then set a time delay bomb on the nuclear reactor. The explosion which follows will devastate the entire island.

At the start of the game, you have just been dropped by parachute. Where you actually land will depend on the prevailing wind. The time is 2200 hours. Sunrise is at 0600 hours. This gives you just eight hours to complete your mission.

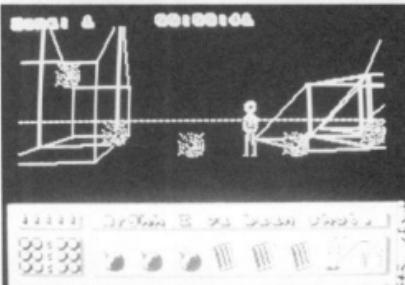
Whilst the enemy were building the military complex, the villages were occupied by the civilian workforce. To assist in rapid transport, a shuttle network was built which still operates on the island.

The shuttles run automatically from one location to another. By switching shuttles, it is possible to cover large distances quickly, but

unfortunately your map shows only a few of the principal shuttle routes.

There are a large variety of building types. Most of the buildings have been sealed by the military, but not all. It is still possible to enter and explore those which have been overlooked. Buildings which you can enter will have clearly visible icons.

Once inside a building it will be possible for you to identify its contents. You may also find batteries for the mine detector, explosives for making bombs and spare ammunition clips. It is worth making a record of buildings which can be visited



to obtain fresh supplies of these vital items. There are other things for you to discover about some of these buildings.

Once inside a building it will be possible for you to also find batteries for the mine detector, explosives for making bombs and spare ammunition clips. It is worth making a record of buildings which can be visited to obtain fresh supplies of these vital items.

**Armoured Vehicle Patrols** have set patrol routes. They will not deviate from these routes unless they spot an intruder. Your image enhancer allows you to see armoured vehicles from a distance from which they are unable to see you.

**Foot Patrols** are armed and, like they have been equipped with capsule image enhancers. If you run into a foot patrol and they see you it is too late to think of running away. Being accurate and quick on the trigger is the only way you will survive the inevitable shoot out.

The island has a number of

areas which have been mined. You have been equipped with a mine detector which, if the batteries are not flat, will relay a signal to you head-up display. Any mines in your field of vision will be clearly visible to you.

The parachute drop has been scheduled to coincide with a moonless night. You have been equipped with an advanced image enhancer which shows an accurate 3-D representation of your 'world' as you move within it. The SIE also has a sophisticated head-up display which provides you with a constant update on your status and situation.

You can also carry a maximum of three bombs. You have an unlimited supply of detonators and timers, but to

a large number of technicians and scientists to help with the development of the CK 23. Very few of these people were recruited willingly, most having been blackmailed, threatened or even kidnapped whilst attending a bogus conference.

Unknown to the enemy, seventeen of these scientists organised themselves into a highly effective resistance movement, determined to sabotage the enemy's plans. Unfortunately they were discovered and were all evacuated. Their whereabouts are not known.

However, intelligence sources have discovered that each of the seventeen found a deserted building and turned it into their base. To enable them to communicate with each other in secret they installed a computer terminal and transmitter in each location.

You have been provided with a brief description of sixteen of the seventeen scientists. The identity of the seventeenth scientist remains a mystery. This information will help you recognise which hideout you have located should you come across a computer terminal/transmitter. Being able to correctly identify whose hideout you have discovered may be a matter of life and death.

**Computer Terminal**: Transmitters can be found in the hide-outs of each of the scientists. To LOGON to the system you will have to enter the correct password.

Once you are into the system, there are useful clues to be discovered, if you can crack them.

You can save the game to tape or disc, but only from a safe House. If you find the word SAFE written on a wall, enter investigate mode and identify the lettering.

My only complaint is that it could just be too big. It takes a lot of time to explore the game and discover its secrets.

*Catch 23* is a good looking, well produced and thoughtful game.

► GRAPHICS 8  
► SOUND 3  
► VALUE 9  
► PLAYABILITY 8

**Game review**

- MACHINES: AMSTRAD/CBM/SPECTRUM
- SUPPLIER: IMAGINE
- PRICE: £5 SPECTRUM, £8.95 AMSTRAD CPC/CBM, £12.95
- AMSTRAD CPC/CBM DISK
- VERSION REVIEWED: AMSTRAD CPC
- REVIEWER: JOHN

A principal female character at last, but one, I suspect, launched as a cassette wrapper to appeal to the male eye. But what's this? This woman, named Gremla, is a cruel and power-hungry galactic ruler, megavillain to out-shine Darth Vader.

The hero, yes you've guessed it, is a man called Arkos. He was Gremla's faithful Lieutenant but a sudden twinge of conscience has turned him into a super-goodie, determined to defeat the megalomaniac obsession of his ex-boss. The final battle is played out on two levels and ladders worlds, the first called Planet Hypsis, the second Schkunn. You must dash across each, destroying Gremla's guardians on the way, and, on the final screen, defeat the Giant Guardian.

Hypsis is a horizontally scrolling world of 20 screens, peopled with five types of alien robots, floating energy bolts of objects. On the first screen you meet the small, floating laser shooters, robots that'll shoot straight for your head and drain your ever-decreasing power unless you put four laser bolts into them. To offset their deadly effects, shoot at the Energy Heart cylinder, grab the heart which floats away from its remains and take on the energy it contains.

You'll need all that energy if you're to beat the second level which, when you first see it, you will think is unplayable. There are two level pads which move up and down in the middle of the screen. Jump to the first and then the second, but you must not hit the ground or you're turned into a mass of glittering vapour that floats away — and that's a life lost.

If you pass this screen you'll have seen and solved the play format for the rest of the game.

The levels change colour — blue to white — later in the game, and take on ladders in the middle of the map, but the method of moving from one end of the screen to the other is always the same. Only the guardian robots change. You soon encounter a massive guardian robot, a giant without arms which can lob huge energy bolts at you. Don't bother to stay around and destroy it. Just run across the screen in the vain hope that you'll retain all of your energy.

Next up are the green monsters which you find on the metal platform and stone bridge screens. They represent no threat that I could see, and don't even look pretty.

To combat all these forces

you can pick up grenades on the ground and a nifty time you'll have to avoid the mines if you're ever to get to the second world.

The planet Schkunn scrolls vertically and horizontally, so that the play's more difficult. That said, your weapon, puny though it is on the first level, is upgraded so that it produces a never-ending stream of laser power and will destroy everything in its path.

There are two stages to get through: The Forest and The Palaces. In The Forest there are lakes in which you'll drown as well as less-than-abundance of aliens. Admittedly you do get a creature called a Kaitas which takes two energy points from you when it hits you, but it can be downed with just one laser shot and doesn't represent much of a threat.

The Palace screen is an improvement over The Forest, but only marginally. It's

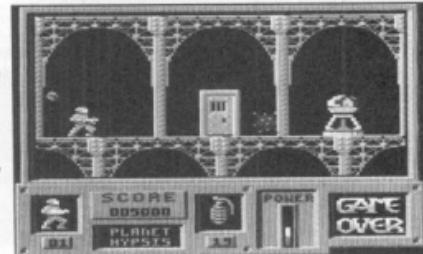
crowded with elevators which take you from one floor to the other. Once you're in one you might not leave or you could die. There are also mines scattered on the floor, and four more types of aliens with which you'll have to deal.

The aliens on this level shoot fireballs and you need to hit them four or five times before they're destroyed — not a difficult task with your super laser. The Giant Guardian at the end of the game, however, is another matter. Hit it 30 times and its wings disappear, 15 times and its body disappears, another 30 and its head vanishes. It's a devil to destroy and makes up for all the puny aliens in the other parts of the game.

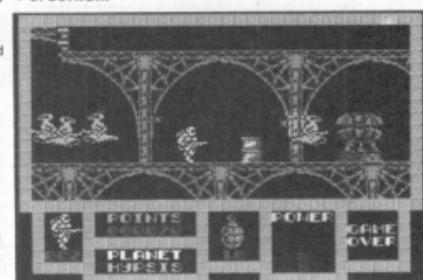
#### AMSTRAD SPECTRUM

► GRAPHICS	5	7
► SOUND	6	5
► VALUE	7	8
► PLAYABILITY	7	8

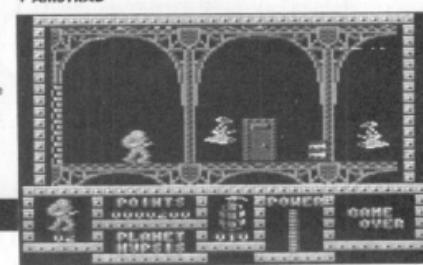
#### ▼ COMMODORE 64



#### ▼ SPECTRUM



#### ▼ AMSTRAD



# SIDEWIZE



Sidewize...the ultimate shoot-em-up...incredible weapon pick-up systems...awe-inspiring arcade action... "Sidewize is the slickest, no-messing shootout in a long, long time" wrote Sinclair User...don't mess with the others, try messing with Sidewize.



Firebird is a registered trademark  
of British Telecommunications plc



Firebird Software  
First Floor, 54-76 New Oxford St.  
London WC1A 1PS

SPECTRUM CASSETTE

**£7.95**

COMMODORE CASSETTE

**£8.95**

COMMODORE DISK

**£12.95**

## Blitzkrieg

- MACHINE: CBM64
- SUPPLIER: STEPS
- ARIOLA/SOFTS
- PRICE: £9.95 (cass) £14.95 (disc)
- REVIEWER: STEVEN

Novelist Len Deighton wrote his factual history *Blitzkrieg: from the Rise of Hitler to the Fall of Dunkirk* in 1975, and this new game has some passing connection with the book.

For one player only, taking the Germans against the computer, it falls into two parts.

In the first part the player may accept the computer's default setting for the strength and deployment of his forces, or create his own, expanding the historical number of panzer (armoured) divisions from eleven to a maximum of fifteen and changing their strength in tank and air support.

This scenario must then be saved to tape for later use. For the second part these panzer divisions will be deployed on a map of Europe. At this point the game's pace becomes sharply with history.

The map shows southern England, northern France, the Low Countries, Denmark and Norway as unconquered on 1st May 1940.

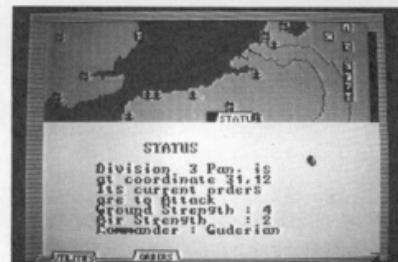
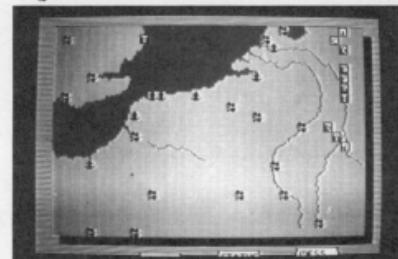
In reality the Scandinavian countries had been run over the previous month. The object is to score at least 100,000 "victory points" which can be done without conquering France if Britain falls to your invasion (a pretty absurd idea), but a country does not surrender until all its cities have been occupied.

In the real war the Germans by passed cities and played on political bluff as well as military skill to win victory.

The player is given only the German panzer division as if the rest of the army didn't matter.

The single A5 sheet of instructions gives, for all practical purposes, no indication of how to play the game and the player must discover for himself which key to press to get the part of the orders menu he wants.

The most irritating feature is that although the game runs very quickly — from 1st May to 30th September in about 40 minutes — it does not pause while orders are being issued. Since the most any division



can be ordered to move is six squares (there are 35 squares from the Rhine to Normandy) most of the divisions spend a lot of time doing nothing, while it takes up to ten game days to tell a single division to do the obvious, like cross the river it has come to.

Nor is it clear from the map which division is where and what direction it is travelling.

Care and attention have been lavished on the non-map graphics of this game, with orders coming in mock German scripts and a filing cabinet opening to provide the menu of orders and reports.

The player can access the view from any divisional commander's tank to see what the problem is.

There is even a happy marching tune to listen to while driving over France.

But in providing all these frills the game designer has lost sight of the need for a clear, simple, well-explained playing mechanism, with a readable map, and some attention to what really happened.

- GRAPHICS
- REALISM
- VALUE
- PLAYABILITY

- MACHINE: ATARI ST
- SUPPLIER: FIREBIRD
- PRICE: £14.95
- REVIEWER: JOHN

The vine of life stretches long and far before you, oh withered one, but before you reach the Final Enlightenment on *The Golden Path* it will have been slashed by monsters and the grapes soured by the complex puzzles that face you.

You are the monk 'Y' initiated monk 'Y' in Hsi, whose father, the Emperor Tang Yin, was murdered by an evil warlord. Before he died he gave you a ring containing his magical life force, and a scroll called *The Book of Knowledge*. Combined with your monkish command of the martial arts and help from a friendly hedgehog called Norman you're all set for the long road.

Despite Firebird's claim of complex puzzles, the action — set against highly detailed but gaudy backgrounds — takes the form of basing brainless animals and defending yourself against sudden goblin attacks. The goblins — monkey-faced midgets in baggy trousers — have an aversion to hedgehogs so, if you can catch him, Norm comes in handy on the first screens. You have to hold him in your hands though, because the pocket in your robe, which holds one object, won't take the prickly bundle and that's trouble when you want to pick up one of the other objects on the trail in a hurry.

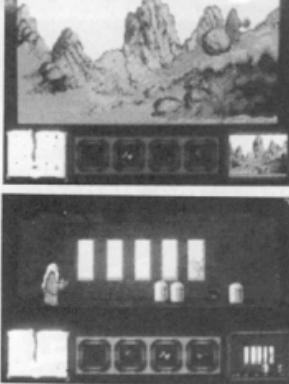
The puzzles are easily solved

- MACHINES: ATARI/C64/ST/ AMIGA
- SUPPLIER: MICROPROSE FOR ORIGIN SYSTEMS
- PRICE: £19.95 (disk).
- VERSION REVIEWED: C64
- REVIEWER: STEVEN

It is the year 2030 and law has broken down throughout the United States. Armed gangs patrol the main highways and any traditional means of communication between cities is impossible.

Pickups and deliveries are made by couriers driving highly specialised and heavily armed and armoured cars, all under the strict regulations of the American Autoduel Association.

You have arrived on the bus in New York with \$2000 in your



REVIEWS

C+VG  
C 15

# Golden Path

but made artificially more difficult when these screens are switched around on the game map. The rosy apple may be on one screen and the hills with the hungry old man on the one to the right. It's easy enough to drop the apple at the old man's feet and wait for your reward. When you reload the game, the

old man and his hill may be replaced by a next-to-naked hill man who'll offer your blood, you'll have to drop that apple in your pocket in the hope that you'll stumble upon the old man fairly soon.

Combat encounters take you further along to Path but drain the energy from your life vine, if

that shrivels you've had it. The only way to increase vine power is to solve some puzzles and find the right items to use for the fire tongs in the temple, finding a way to ford a sacred river and find the stick of yellow incense. Once you know which object and character goes together there's not much more

to do, apart from searching around screens for the randomly placed objects every time you load the game.

The *Golden Path* is a superb package game with graphics and oriental soundtrack worthy of the ST combined with a 34-page comic novella and two discs—one for the music and attributes and the other for the backgrounds. The gameplay, however, is disappointingly similar to the fighting fist mould of games and the puzzles are not strong enough to bless the game with full-fledged adventure status. If Firebird had paid as much attention to plot as it has to graphics and sound, the game might have been a success.

- GRAPHICS 8
- SOUND 8
- VALUE 8
- PLAYABILITY 6



# Ko-Duel

pocket, enough to buy a suit of body armour but not a car.

You volunteer for amateur night in the Autoduel Arena, and of the five contestants only you come out alive.

After a few more nights of this you have enough for a car and you start taking courier missions. You may even get rich enough to afford a clone to take over for the day, when another courier, a bandit, finally gets you. It's a short life, but it's a living.

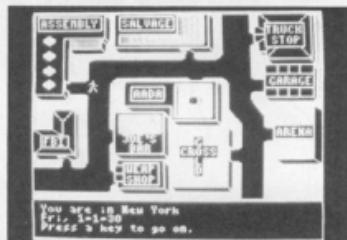
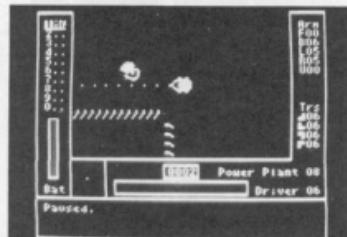
If you think this isn't a wargame, just try playing it! It has its origins in the *Car Wars* by boardgame Steve Jackson and its roots in the *Mad Max* films. A considerable amount of luck is required to survive at first, but a character can be

saved to disk for a continued life and exploits.

The real problem comes in selecting your particular car — will you be a killer rabbit or a Kali turtle? — and the courier missions you will undertake. A real coward can just catch the bus to Atlantic City and try to get rich playing poker — but if you ask me the game is fixed!

*Auto-Duel* has created a varied, ingenious and entirely believable world in which it is possible to lose yourself for hours. If anyone wants me, I'll be in Joe's Bar in Pittsburgh and open to any reasonable offer.

- GRAPHICS 9
- REALISM 9
- VALUE 8
- PLAYABILITY 9



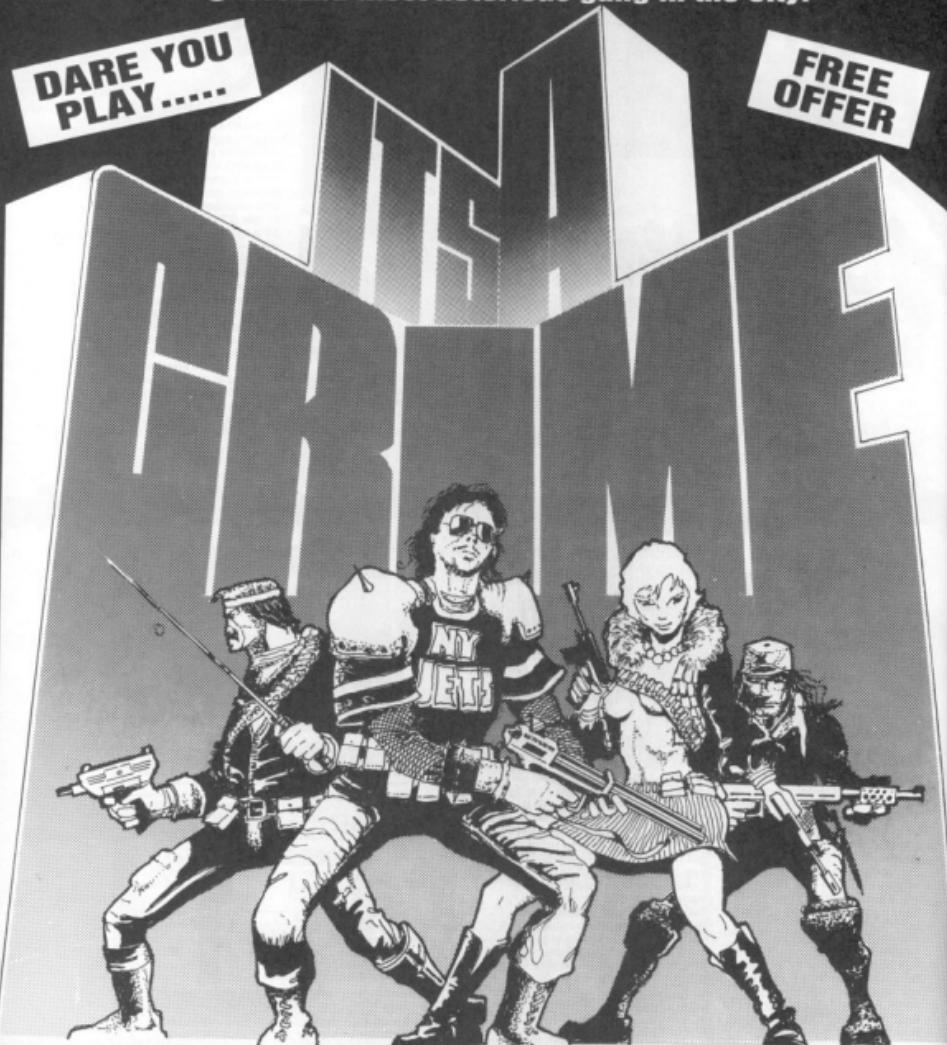
8
8
8
6

# GET INTO CRIME!

In the late 1990's the streets of New York are a Jungle. You are the ice cool leader of a gang of drug crazed terrorists. Your main goal is to become the richest, toughest and most notorious gang in the city.

DARE YOU  
PLAY.....

FREE  
OFFER



# FREE!

SEND YOUR NAME AND ADDRESS TODAY FOR YOUR FREE TRIAL OF  
IT'S A CRIME THE WORLDS MOST POPULAR PLAY-BY-MAIL GAME

Write to:-

KJC GAMES, PO BOX 11, CLEVELEYNS, BLACKPOOL, LANCS FY5 2UL.

► MACHINE: C64  
► SUPPLIER: FIREBIRD  
► PRICE: £7.95  
► REVIEWER: JOHN

Harry Johns, ex-football star, adventurer and walking advert for dental floss has been stranded on an island with only the diabolical Dr Graves and his mutant carnival for company.

The Island is a prison for the mad doctor's latest creations but is also haunted by the dead ancestors of his victims, who people the houses and castles



REVIEWS

C+VG  
16

# Scary Monsters

on the island. You start the story on an overhead view of the island. Move your pin-man representation of Harry Johns around until you come to a building which you enter by going in the front door. One of them will contain your lost love Conny, who's been kidnapped by Graves, but first you'll have to pass the hoardes of witches, Frankenstein monsters and ghosts.

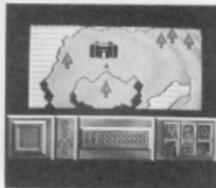
The building interiors consist of stairways, bannisters and landings. You can leave at any time you want but, if you want to finish the game, you'll plod on.

The one interior design in the game is shared by all the houses and castles, but there are three levels to it which you can reach by jumping onto stairs, bannisters and even some statues that depict Frankie, Drac and the Mummie. Monsters drift across all these levels but you can hit any of them with plasma energy that fires continually, and will point in any of the eight compass directions.

Alternatively you can press fire and pull the joystick down to neutralise all the supernatural forces on a screen. Harry goes from front and his hands flash out as he casts a double, clammy, wammy spell. You've only got six of those, and three lives, so you'd better watch what you're doing.

If you get too close to a monster it'll bounce you around with some of that ectoplasmic force, at the same time draining your energy and, if you're caught by several other ghouls on the rebound, you'll be well and truly done. Just duck to avoid them, and don't jump around the levels too much. Unfortunately, it's that easy.

Once you've played out one house don't hang around to bump up your high score —



easy enough if you keep your finger on fire. Leave by the left side of the screen and wander the map again. Your lady friend could be in any one of the castles, houses or bannisters on the island and a good many of them are protected by mazes, bridges and one way entrances. Again, the mazes and other more natural protection devices

are easy to get through or escape. The only aspect of the game which makes it a long player is the massive size of the map. It's a pity that there's no save game option available because you'll probably give up long before you've found Conny. Suddenly her rescue, and the thought of bravely battling all those witches,

Frankies and Dracs, doesn't seem so appealing.

There is no menace as great as looming boredom!

► GRAPHICS 7  
► SOUND 8  
► VALUE 6  
► PLAYABILITY 7

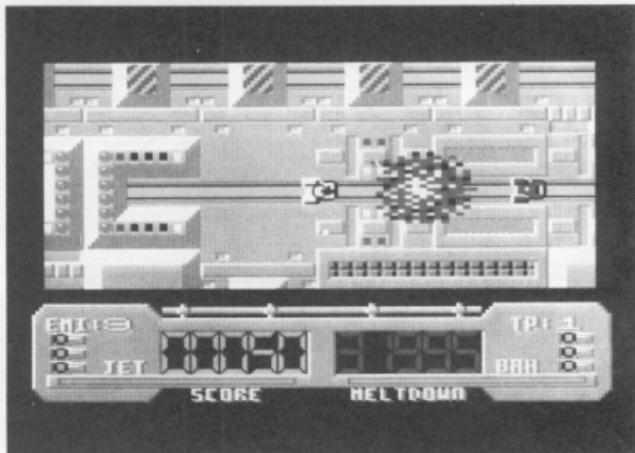




► MACHINES: C64/SPECTRUM/  
AMSTRAD  
► SUPPLIER: CRL  
► PRICE: £8.95 TAPE (£14.95 DISC)  
► VERSION REVIEWED: C64  
► REVIEWER: TIM

I always wanted a train set. But I never got one. But I guess the next thing could be Traxxion — a sort of computerised train set with added blasting.

You find yourself rumbling around in a tank on tracks, within a giant nuclear reactor



# Traxxion

which is about to go terminally critical.

You must find your way to the exit before the faulty reactor melts down — the resulting explosion will destroy.

To escape you must negotiate crossroads, sliding platforms, points, and many other hazards. To change the points you must shoot the flashing controller next to the points.

You can also reverse the direction in which you are travelling by hitting F7, this uses up one of your limited supply of Electro Magnetic Inverters (EMIs).

Running off the points or crossroads, hitting obstacles (road blocks and other cars, both of which can be shot), or hitting a dead end is fatal, costing you one of your three craft. Other points of interest to note are the Fuel Caps, the Electrostatic Disintegrators, and the teleports.

The Fuel Caps are the tops of the fuel rods that fuel the reactor. These are exposed for easy refuelling. If these are shot, the time to meltdown will suddenly be increased, as there is now less fuel to melt down.

The Electrostatic Disintegrators are a security system installed to destroy all

cars in the vicinity, on impact with any object. Your car has been equipped with a shield to reflect the destructive energy of the Electrostatic Disintegrators.

The teleports once entered by your car, will automatically teleport you to another part of the map.

Your screen display goes like this. On the bottom panel you will see your score, and the time to meltdown clearly depicted, in large LED numbers.

The first number is the number of the next teleport which you must head for.

The small cars are the cars you have remaining, the Electro Magnetic Inverters remaining, the JET temperature, and the brake (BRK) temperature.

The last two, on reaching the maximum, stop your car from accelerating and braking respectively, until their temperatures are out of the white areas.

When starting out, always travel slowly, to get the hang of the game, and to get acquainted with the map.

When approaching points, crossroads, and sliding sections, always reduce speed; these are tricky to get used to!

Be very sparing with your EMIs — when these run out you

have no more left for that car.

Watch your BRK and JET counters, as although they rejuvenate with time, these may run out on you just when you need them.

When possible, always shoot the Electrostatic Disintegrators and Fuel Caps, to destroy all other cars in the vicinity and to gain extra time respectively.

But above all, aim for the teleports, this means you're heading in the right direction.

Press key F7, then work out the quickest route to the teleports and being able to hit the points with a well aimed shot just when you want to change direction.

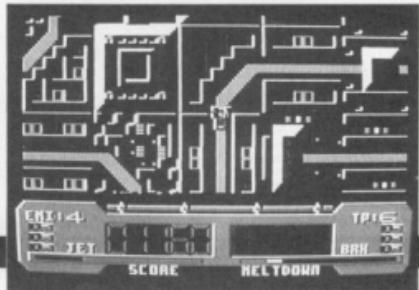
The track presents many

other hazards apart from the points — some sections move randomly leaving you nowhere to go if you've used up all your EMIs. Some routes lead to dead-ends — others get you stuck in seemingly endless loops.

Traxxion is a HUGE game and reasonably addictive too — although after a while playing it you might just start thinking "What's the point?", But then life's like that, isn't it?

All the same, it should keep you occupied for some time.

- GRAPHICS 7
- SOUND 7
- VALUE 7
- PLAYABILITY 7



# MYSTERY OF THE NILE



*Thrill* to the perils of our intrepid trio as they battle against the evil of Abu Sahl.

*Wonder* as their fearless exploits carry them across sun-baked deserts and through palm strewn towns in search of adventure and Abu Sahl's downfall.

All this *heroism* and more will be available for your Spectrum, Commodore and Amstrad (casette £7.95, disc £12.95), at all good computer stockists soon.

**FIREBIRD**

# FANTASTIC

Welcome to a new column that will tell you what's hot in the wonderful world of comics. Phillip Morton begins with something that — if there's any justice at all — will be extremely hot.

## SAGA OF THE SWAMP THING . . .

Once upon a time there was a scientist named Alex Holland. An experiment of his was sabotaged and in the resulting explosion the mixture of chemicals and swamp slime turned Holland (the man, not the country) into a walking, thinking muck-head called, appropriately, the *Swamp Thing*.

Though he looked like a monster, his behaviour was civilised enough. But, this being the early '70s, a time when horror/mystery comics underwent something of a revival, he inevitably came into conflict with a number of weird (and not always wonderful) creatures. The 18-issue run of *Swamp Thing*'s original comic was distinguished mainly by the exquisite artwork of Berni Wrightson and Nestor Redondo.

End of story — for ten years or so, anyway. With the movie rights to

*Swampy* sold (the film proved to be less than a blockbuster), DC revived *Swamp Thing's*



comic, with pleasingly intricate artwork, mostly by graduates of the Joe Kubert school of cartooning. Unfortunately, this new beginning was marred by scripts which were strictly Tedium City. Until the arrival of one Alan Moore, that is.

There have been superstar artists and superstar writer/artists in American comics for as long as there have been

comic fans. But Moore is probably the first writer-superstar. And it's largely on his *Swamp Thing* scripts that his reputation has been built. He has a unique knack of spinning an intriguing, thoughtful tale without losing touch with those readers who are looking for action and horror. He probes more deeply into the nature of fear than almost any other writer, in comics or anywhere else.

Moore's first masterstroke on *Swamp Thing* was to — literally — take the character apart, revealing him to be more plant than human. Since then, for over 40 monthly issues, he has explored the sometimes horrifying ramifications of this, usually aided by the atmospheric artwork of Steve Bissette and John Totleben.

Which brings us to *Swamp Thing* books one and two the beginning of a series from Titan Books, reprinting the expensive, hard-to-

find early Moore issues of the *Swamp Thing* monthly comic. There's not much to say about the transition to book form, except that the stories are more satisfying without a one-month gap between chapters, and that the woodcut-style artwork looks better in crisp black and white than in muddy bog-paper colour. In short, highly recommended.

Volumes one and two are now available from bookshops and comic shops, priced £5.95.



**MARVEL MAGIC REVISITED**  
Looking for a taste of what made Marvel Comics great in the mid-60s? Look no further than current issues of *Fantastic Four*, on distribution here at 40p. Steve Englehart's scripts perfectly capture the flavour of the comic's Lee/Kirby heyday — which means the stories concern relationships within the group as much as Dr Doom's plans for world domination. This is a different *Fantastic Four*, though — gone (temporarily) are Mr and Mrs Fantastic, replaced by . . . well, buy it and see. You won't be disappointed.

# TAS

There's so much to choose from nowadays: British weeklies, American monthlies, Continental albums — and various hybrids that cut across such categories. One that's right at the cutting edge is *Escape*, a beautifully designed and always interesting mixture of new avant-garde strips and worldwide comics news. It comes out every two months and costs £1.95 (cheap!) from comic shops.

If you're looking for more frequent news updates... well, there's always this column! But for an even wider range of interesting stuff about US and UK comics, try *Speakeasy*.

It's £6.00 for 12 issues, from Acme Press Ltd, 5-9 Beadon Road, London W6 0AE.



READ ABOUT THE WORLD OF COMICS IN



BRITAIN'S NO. 1  
COMICS  
NEWSPAPER

SHOOTER  
EXCLUSIVE  
4 WINDS  
WASTELAND  
BYRNE'S  
THE STARBRAND



2000 AD'S ZENITH



11pm. "It's a party!" Charlie yanks us out to Hackney in the Cortina for a look at the zoo. Hidden in a warehouse near Clapton Pond we found the most amazing menagerie of computer-controlled creatures.

Really dark in here. Sudden groan of an engine, sharp hissing and beams spray from flashlights connected to rubber hoses, all twisting in rhythm with the enormous compressed air lung parked out back.

**LOOK OUT!** A suspended pair of banker's trousers activate, nearly kicking our heads!

Around the corner mannequin legs climb a steel staircase, just behind us a rubber-headed, three piece family motor in a customised mini Mini while another threesome, with vice-gripped claws, methodically clamber within a cage. Hmmmhum.

The constructions are very nearly life-like but all seem in some way dangerously distorted, comedic performance artists.

Mechanical maestro this evening, off to a dark corner, is the exceedingly tired-looking Jim Whiting.

Jim first made robots in the late 70s and has since supplied automata for *Herbie Hancock*'s video *Rocket* and a bunch of television adverts.

He's always endeavoured to depict some human parody. One of his early works called *The Pyramid Men* showed City gents in suits and bowlers climbing the "social pyramid". Every time one neared the top, it fell off.

*Men Flying* adorned the top of the National Theatre at the South Bank Arts complex. This "sculpture" showed a series of blue men flying around on the ends of pendulums.

Another work comprised of a series of mobile men's suits that followed each other about like some loony City gents obsessed with chasing each other all day long.

The simplicity of Whiting's work is what makes them so appealing. Most are hilarious — they're cartoon caricatures which leave us in little doubt as to their human origins.

Other robots at his "unnatural bodies" plant in Hackney are learning more subtle skills.

With help from small video cameras, infra-red sensors and opto-electronic devices, these robots are learning to react to humans. One will smile at you if you smile; another will pull a face if you don't.

Jim sees his robots as great potential entertainers of the future. His latest work, exhibited during June at an art gallery in Hamburg, is a whole environment — a house, with several rooms and several robots.

Last year Whiting took his mechanical zoo to the *Limelight Club* in New York.

Of his experiences he said: "The public loved it but the management tried to rip me off. I ended up losing money on it." Next time, perhaps, he'll have a mechanical bodyguard ready to deal with unscrupulous managers.

# PUT STARS IN YOUR EYES WITH



## Star GAMES



A dazzling collection  
of famous hits bursting  
with action and excitement.

Forget that bored glaze  
from playing inferior  
games over and over again.

*Here's six times the fun for the price of one!*

## 6 GREAT GAMES FOR £9.99

Available on CBM 64/128, Amstrad and Spectrum 48/128 K\*  
(CBM 64/128 Disk £14.99)

Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS. tel: (0742) 753423

# The Big Screen

My name's Street... Ward R Street, and I'm licensed to spill the beans on the films that leave you shaken and stirred!

BOND is back, twenty-five years and fifteen films older, now in his fourth incarnation as wrinkles overtake mortal actors. But the big question is whether the cracks are showing in *The Living Daylights* (PG).

A lot was made of old Moore's inability to act with



## LIVING DAYLIGHTS.

anything other than his eyebrow, but he also used his tongue, which he kept firmly in his cheek. He was licensed to quip as well as kill.

Timothy Dalton's new look Bond is more serious about his double-0 responsibilities. The film's not without its humorous moments, such as a deadly milkman whose pinto would make your Rice Krispies go with a real bang, but Dalton treats the superhero spy as a real person. This is the Bond of *Goldfinger* rather than *Moonraker*.

With the new 007 comes new complexity, as double and treble crosses abound. There's the Russian defector, who reveals a plot by a rogue Russian general to kill Western spies, only he may not be a defector and the

KGB agent who posed as a concert cellist to try to kill him may be a concert cellist after all... But where does that leave the American arms dealer? Carry on like this and we'll be in the realms of Le Carre, not Fleming.

There's no need to worry though. At one point the action stops so that 007 can explain it all to us, then it's back to the shooting and bombing and crashing a plane into a cliff. The only thing that's missing is the kitchen sink, presumably because Q was fitting it with a laser to nix anybody who skives off washing up!

And that's the movie's main failing. While it rolls along at a rattling pace to start with, switching from Gibraltar to Vienna, for a chilling chase through the snow, then soaring off to Morocco, by the time Bond and the cellist, played by the incredibly beautiful Maryam d'Abo, encounter an Oxford educated Afghan rebel leader you may well feel that the movie has lost its way.

There are sequences which are classic 007, but a more ruthless approach when it came to cutting the script could have made for a more effective whole. Timothy Dalton is extremely athletic and it's not his fault the script is rather flabby. So welcome back, James... but keep an eye on those writers. We expect even better things of you next time.

However dire the situation, you can be sure that James Bond will survive. The same can't be said of Mel Gibson in *Lethal Weapon* (18), a police thriller that packs a punch like a .44 Magnum.

From the opening sequence, when a camera soars around Los Angeles, finally alighting on a girl in a penthouse flat, just in time to witness her take a dive and put one almighty dent in the roof of a parked car, you

know you're in for a sleek, suspenseful, stylish time.

Detective Roger Murtaugh (Danny Glover), celebrating his fiftieth birthday, would rather not share this scene, especially when he's saddled with Martin Riggs (Gibson) as his assistant. The Lethal Weapon of the title isn't a gun... it's this possibly psychotic, probably suicidal, Vietnam veteran who nobody wants to work with.

There's nothing in Riggs' behaviour to suggest that he'll even see his next birthday, and it looks like he's determined to take Murtaugh with him, but eventually an uneasy peace develops between the two men as they discover that the girl's death wasn't an accident but is linked to a mammoth drug dealing operation run with military precision by a gang of ruthless commandos.

At times extremely funny, at others brutally tough, *Lethal Weapon* piles on the pressure and keeps you so involved that you never really question its highly unlikely plot... and the last twenty minutes are so tense you'll hardly dare breathe.

Despite its fierce and fast action and references to Vietnam, *Lethal Weapon* is a fairy-tale compared with the true horrors of death in South East Asia. *Platoon* pricked America's conscience; now there's a film by a British director who experienced 'Nam while shooting a documentary.

Hill 937, another number on a military map, doesn't tell you much about the ten day battle to capture it, but the men who were chewed up like so much meat is commemorated in its nickname, *Hamburger Hill* (18).

The film follows the fortunes of Company B, 3/187th, who suffered 70% casualties in the assault, introducing them as a regular bunch of guys who dream about cars and women

or worry about army regulations. There are racial tensions but basically they could be at any place, any time.

But they're not just anywhere. They're in the heat of a country where death can come at any time, and ahead of them lies a heavily defended hill. To take it they will face constant bombardment, mud which makes climbing impossible, even being shot at by their own helicopters.

True to his documentary training, director John Irvin gets into the action, to record it in all its unbelievably gory horror as if it was happening for real. Heads are blown apart before your eyes and bits of bodies are pulled down from the trees.

But while *Hamburger Hill* celebrates the courage of these young soldiers, it chooses not to take a moral or political view of conflict in



## HAMBURGER HILL.

which America should never have been involved. It isn't enough to say that war is hell. We need to know how this waste of life happened, so that we can make sure it never happens again.

From insanity off one kind to insanity of another, namely Pee-wee's Big Adventure, a film so innocent that it carries a U

# The Big Screen



## ▲ HAMBURGER HILL.

certificate. Its star, a Mr Pee-wee Herman, has 'cult' written all over his highly made-up face. In the States he's already the biggest thing since the last big thing.

Pee-wee lives in a house designed by an architect who was into late toy-town, and filled with such connoisseur's tat as a breakfast making machine and a hand painted dog. But

Frankly I found little to laugh at in this undoubtedly wacky adventure, but it could be that Ward is just an old grouch. I know lots of people who love Mr Herman. All I can suggest is that if you find the likes of Jerry Lewis a laugh riot, give him a try... But don't say I didn't warn you if you just cringe.

At least I prefer the totally surreal antics of Pee-wee to the tired old routines of *Blind Date* (15). For a man who scored such a success with the *Pink Panther* series, Blake Edwards demonstrates a total lack of talent for comic timing.



## ▲ BLIND DATE.



## ▲ PEE-WEE'S BIG ADVENTURE.

his most treasured possession is his bike, an elaborate red and chrome fantasy, and when it's stolen he cannot rest until it's found.

Somewhat this grown man, who acts like your worst nightmare bratty kid and dresses in a suit that's so tight it could explain his high-pitched nasal whine, is a star. The Americans adore him, reinforcing some things I've always feared about our trans-Atlantic cousins. But will Pee-wee seduce the Brits?

Bruce Willis of *Moonlighting* is the unfortunate executive who's fixed up with Kim Basinger. Like some variation on the famous *Gremlins* warning, he's instructed not to let her drink. He does and, like some yuppie gremlin, she causes chaos wherever she goes.

Perhaps Edwards realised that he'd been landed with a dog when he accepted a date with this script, which looks middle-aged and tame when compared with *Something Wild*, which it vaguely



## ▲ BLIND DATE.

resembles.

Even less subtle is *Mr Jolly Lives Next Door*, half of a double bill from the *Comic Strip* (15). The difference is that at one point I almost washed out my contact lenses with tears of laughter.

The scene in question is set in the Dorchester where Ade Edmondson tries to amuse Nicholas Parsons by trying to light his own —



how shall I put it? — natural gas. It stars Edmondson and Rik Mayall as two chronic alcoholics who make *The Young Ones* look couth.

Its partner in crime is *Didn't You Kill My Brother*, Alexei Sayle's satirical look at what happens when a notorious gangster, one of the dreaded Moss Brothers, tries to go straight.

*Jolly* is childishly hilarious, *Brother* is more thoughtful, but the most interesting thing about the two is that the last a little over fifty minutes each. Whether audiences will rush to see two episodes from a forthcoming TV series I'm not sure. But I'd rather have two hours of concentrated humour that leaves you yearning for more than some draggy Hollywood

## ▲ MAGIC TOYSHOP.

spectacular.

**The Magic Toyshop** (15) is another television film, but like *Company of Wolves*, which was also based on an Angela Carter story, it's been made for initial cinema release.

There's plenty of magic in this toyshop but it's not the sort of place you'd take a child. Angela Carter's speciality is finding all that's sinister in fairy tales, then spinning miraculous yarns full of cruelty and dark psychology with it.

This one concerns Melanie, who destroys her mother's wedding dress and causes the death of her parents. She's taken, along with her brother and sister, to live with their mysterious Uncle Philip, a tyrant who makes life-sized puppets which perform in plays before an audience consisting of his bullied family.



## ▲ MAGIC TOYSHOP.

The film is about Melanie's battle against the wicked uncle and it's a clever journey into the darker side of childhood, by turns chilling and funny.



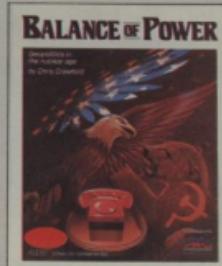
# STRATEGY SIMULATION

**MIRROR**  
*Soft*

# ADVENTURE FANTASY



1



2



3



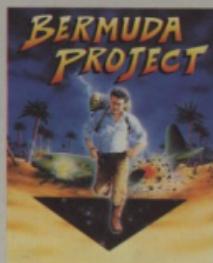
4



5



7



6



8

## 1. ORBITER

COMING SOON

The most accurate space shuttle simulation available, taking you from launch to landing... and every possible hazard in between.

## 2. BALANCE OF POWER

"Balance of Power is simply the best strategy game out on the ST." *Popular Computing Weekly*. £29.95

## 3. STRIKE FORCE HARRIER

The most realistic simulation yet of flight and combat in one of Britain's most exciting fighter planes. £24.95

## 4. GATO

Take command of a GATO class World War II submarine in this award-winning simulation. £29.95

## 5. DEFENDER OF THE CROWN

COMING SOON

Defender of the Crown brings back all the romance, action, thrill and adventures of the days of chivalry. £29.95

## 6. BERMUDA PROJECT

COMING SOON

Danger and adventure in the mysterious Bermuda Triangle.

## 7. SDI

The screen burns with forbidden passion and global war! £29.95

## 8. SPITFIRE 40

COMING SOON

Fly the most famous warplane of all and save your flight log. Rise through the ranks of the RAF towards the coveted title of Group Captain, DSO, DFC, VC. £24.95

The publishers reserve the right to alter prices and specifications without notice. Please check prices and availability before ordering.

**MIRROR**  
*Soft*

Mirrorsoft Limited

Athene House, 66-73 Shoe Lane, London EC4P 4AB  
Telephone: 01 377 4645. Fax: 01 353 0565  
Telex: 9312100112

**How many adventure writers have actually encountered a fire-breathing dragon or a horribly beweaponed Orc? About none, we reckon. But the creator of *Police Quest*, Jim Walls, is a veteran of the California Highway Patrol, so he's seen many of the events featured in his new adventure at first hand. Marshal M. Rosenthal gives you the briefing.**

I s *Police Quest* just another programmer's idea of what a cop is like? No way! The story comes direct from the pen of Jim Walls, a 15-year veteran of the California Highway patrol.

"People think that a cop's life is like the

shows they see on the TV," says Walls. "Either it's car chases and shoot-outs, or endless days of writing traffic tickets.

"The truth is somewhere in between.

"Often it's just simple routine — the stuff of everyday life. What makes being a cop so

difficult is the uncertainty, the fact that things can change from one moment to the next.

"For instance, I saw this car run a red light, I hit the siren and motioned the car over. The guy refused to stop, sped up, and now I was in pursuit.

"After a few minutes of giving chase (first calling it in on the radio for a backup), he comes to a dead stop right in the middle of traffic. I slam on the brakes and skid to a stop some six feet behind him.

"Before I know what's happening, he's out of



the car, aiming a .357 magnum at me and —POW! my windshield disintegrates. Glass is flying everywhere but, amazingly, I'm not hurt.

"Even more amazing is that the guy's car now starts to roll and it gets his attention. He forgets about me, runs after the car and jumps into it

and drives off. I'm still sitting there, all is calm, and the whole event hasn't taken more than 30 SECONDS!

"That kind of uncertainty changes you, it can't be described," notes Walls. "*Police Quest* is my first story, almost a compilation of my time

# POLICE QUEST

afterwards about right and wrong, but making decisions on the spot is part and parcel of the job. Consider the routine. You have to take care of so many things, from checking your equipment and patrol car, to dealing with ordinary citizens and their everyday



on the force. It's realistic.

"Things happen to you, you develop emotional reactions to the work and the various characters you meet on the street. This influences what you do and how you go about doing it.

"It's easy to talk



tensions and problems.

"It's no bed of roses, believe me, because it's the real world. People can get shot and die. A world that can be all sweetness and light, and then turn vicious and cruel.

"You're police officer Sonny Bonds, serving the small but affluent



# CE QUEST

town of Lytton, California. A slower pace than a big city, but not a bad life. Hardly any real trouble to speak of. Peaceful. "But now a drug dealer, nicknamed the Death Angel, is moving in and spreading his filthy wares. Crime is going up — things are



## HOW OUR PICTURE STORY WAS MADE

Too Many Dames owes its high-tech look to a number of interesting technical procedures. A story board kept all of the action in sync, and the colour slides of the models are now digitised using *Digi-View* software. These image files are turned into *DeluxePaint 2*



A 3-D priority effect allows characters to move both in front of and behind objects, as well as other people. Do you have what it takes to keep the streets safe?

*Author's bio:* Marshal M. Rosenthal is a New York-based

brushes, sized and positioned onscreen.

A big advantage with using the Amiga computer is that 32 shades of grey can be reproduced in the Interlace mode, allowing a very detailed and realistic black and white image.

Now, how do we get the dialogue onscreen? Since



Quest series. That means animated characters you interact with — besides controlling one — sound effects, puzzles to solve, and keyboard / joystick control — the keyboard comes in handy when it's time to do something, or speak to someone.

photographer, and reasonably law-abiding citizen. He also writes on computers, video and high-tech for a number of domestic and overseas publications.

*Production Information:* *Police Quest: Sierra Online*, Coarsegold, California.

starting to explode. There's a lot of bad stuff going down."

Interactive adventures require you to participate, not lean back and be given the answers.

*Police Quest* continues Sierra Online's tradition pioneered by the King's



## POLICE QUEST

**IN PURSUIT OF THE DEATH ANGEL**  
by Jim Bellis  
© 1987 Big Sierra On-Line, Inc.

The standard Amiga fonts are too big, this problem is quickly solved by using *The Calligrapher*, a programme that creates and edits fonts as small as 1x1 pixel! The finished eight screens are bundled into four pages (two screens per page stacked vertically), and sent to the *ImageSet Corporation*.

HANDS UP!  
MAGAZINE

A COLD  
GREY DAY  
IN  
NEW YORK

SORRY, I  
NEVER GIVE OUT  
THE NAMES OF  
THE YOUNG LADIES  
STAYING AT MY  
HOTEL.

OH YEH?

HOTEL  
CHELSEA

GET  
OUT!!

AFTER I'VE  
HAD A  
QUICK  
LOOK-SEE  
SISTER.

BANG!!

THERE'S  
WHITE  
STUFF  
ALL OVER  
HIS  
FINGER-  
NAILS . . .

POLICE?  
MADAME  
LAFANGE.  
THERE'S  
BEEN A  
MURDER.  
SEND  
YOUR  
BEST  
MAN.

GIVE ME SOME  
SLACK, OKAY  
LADY?

HMM, A SMUDGE  
ON THE GUN  
BARREL.

THERE  
GOES  
MY  
QUIET  
NIGHT!





THIS SILLY MURDER  
IS MAKING ME LATE  
FOR THE THEATRE.  
LOOK - MY MAKEUP  
IS GETTING ALL  
SMEARED !

ACHOO !  
EASE UP ON  
THAT TALCUM  
POWDER, WILL  
YOU ?



OH, NO SIR.  
I'VE BEEN HERE  
ALL DAY  
WATERING THE  
PLANTS.  
THEY'RE MY  
FRIENDS.



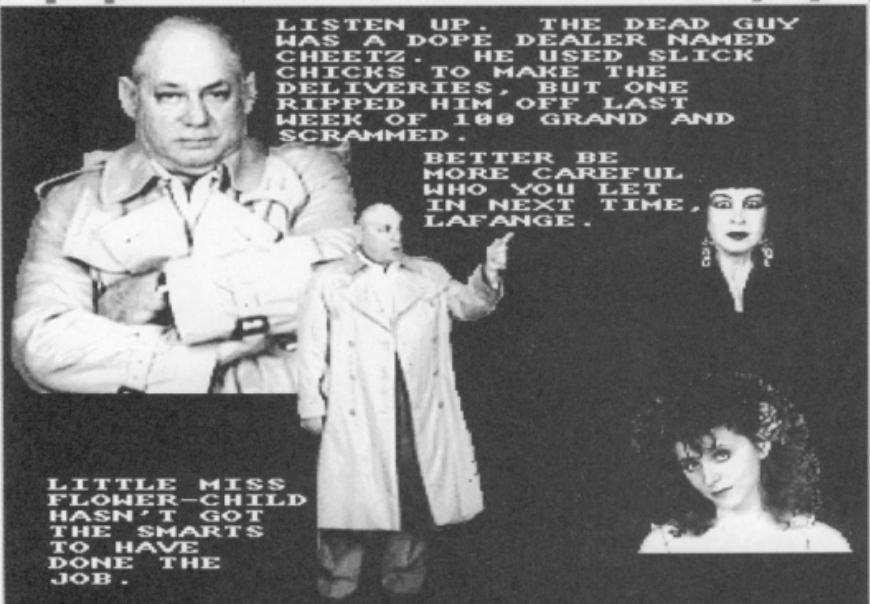
SORRY SWEET LIPS, I  
HAVEN'T BEEN OUT  
OF BED ALL DAY.  
I FEEL SOOO  
COMFY.



INSPECTOR,  
THIS  
FOLDER  
JUST  
ARRIVED  
FOR YOU  
FROM  
HEADQUARTERS.



YEH, THIS  
INFO  
CONFIRMS  
WHAT I  
THOUGHT.  
LAFANGE,  
GET  
EVERYBODY  
IN HERE  
NOW !



LISTEN UP. THE DEAD GUY  
WAS A DOPE DEALER NAMED  
CHEETZ. HE USED SLICK  
CHICKS TO MAKE THE  
DELIVERIES, BUT ONE  
RIPPED HIM OFF LAST  
WEEK OF 100 GRAND AND  
SCRAMMED.

BETTER BE  
MORE CAREFUL  
WHO YOU LET  
IN NEXT TIME,  
LAFANGE.

LITTLE MISS  
FLOWER-CHILD  
HASN'T GOT  
THE SMARTS  
TO HAVE  
DONE THE  
JOB.

ALL I UNCOVERED ABOUT  
LADY GODIVA HERE IS  
THAT SHE HASN'T STIRRED  
FROM HER ROOM FOR THE  
LAST TWO WEEKS.  
THAT LETS HER OFF THE  
HOOK.



BUT SPEAKING  
OF COVERING  
UP...



CHEETZ COULD  
HAVE BEEN  
FOOLED IF  
HIS "GIRL"  
HAD  
DISGUISED  
HERSELF.



HE NEVER  
THOUGHT  
OF MAKEUP  
AND OTHER  
TRICKS.



THE POWDER ON  
CHEETZ'S NAILS  
AND THE GUN  
WERE THE SAME:  
TALC!

YOU WERE  
PRETTY  
CLEVER.



BUT  
YOUR  
BIGGEST  
MISTAKE...

...WAS GETTING  
TALC ON YOUR  
REAL HAIR!



I SAW THE  
WHITE  
STRANDS  
ON THE  
COMB.



SHE WOULD GO  
AND FAINT.



OH WELL,  
JUST 5  
MORE YEARS  
TILL I  
RETIRE.

the  
End

WRITTEN/PRODUCED AND  
PHOTOGRAPHED BY:  
MARSHAL M. ROSENTHAL

LAYOUT-L. VOLPE  
ART -M. WAXMAN

FEATURING:

B. FEAMAN/I. GONZALEZ

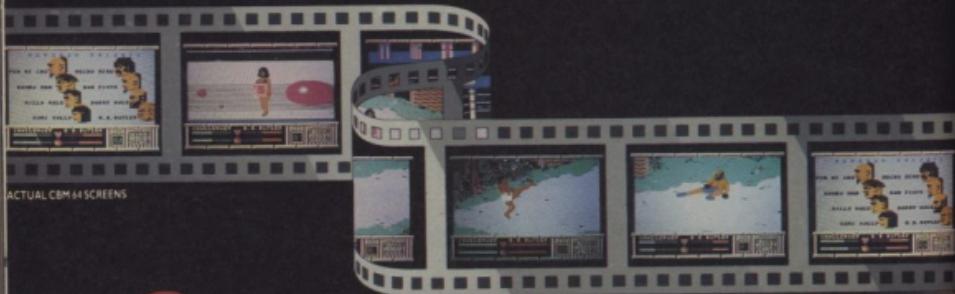
D. RATTIGAN/F. ROSENTHAL

J. SALMOND/C. ZACHARIA

tech aid-S. Storozum

# BANGKOK

'PROBABLY THE BEST CARTOON GAME OF THE YEAR'



ACTUAL CBM 64 SCREENS



S Y S T E M

Commodore 64/128 cassette (£9.99), disk (£14.99), Spectrum 48K/128K (£7.99) and Atari ST (£24.99)

System 1, 23, Pond Street, Hampstead, London NW3 2PN. 01 438 8448

Mail Order: Activision (UK) Ltd., Units 3 & 4 Lloyds Close, Finedon Rd, Industrial Estate, Wellingborough, NN8 4FR.

Distributed by Activision (UK) Ltd.

# KNIGHTS

R'

બાળાદ્ર  
દેવતા



.99.

TWO NEW SPORTS SIMULATIONS  
FROM Epyx

STREET SPORTS BASEBALL

The further winds, thrown, crucial to a long fly ball to... swing... right into the catcher's mitt. To make a home run you'll have to cope with the most difficult diamond bases. From somewhere up and trademark, bushes, make even the catchers' mitts. With a team of neighborhood players - each with their own personalities and skills in catching, hitting and squeezing cars. Not to mention the neighborhood players - each with their own personalities and skills in catching, hitting and squeezing cars.

Reeling. With the right combination you could make changes. Not to mention the neighborhood players - each with their own personalities and skills in catching, hitting and squeezing cars.

You'll pick your place, the bases, the positions, the strategy and then you'll be in the middle of it all. It won't be easy but it's right up your street!

£9.99 cassette £14.99 disk  
CBM64/128



# It's Tough on the Streets

SOME OF THE MOST THRILLING AND ACTION PACKED BASKETBALL AND BASEBALL GAMES TAKE PLACE ON AMERICA'S STREET CORNERS AND NEIGHBOURHOOD BACK LOTS. HERE'S YOUR CHANCE TO JOIN IN AND MAKE YOUR TEAM THE CHAMPIONS!

STREET SPORT BASKETBALL

You'll shoot basketballs in dingy alleys, playgrounds, parking lots, occasionally even the suburbs (have fun shooting around the lawns). You'll pick your three-strong team from the 10 greatest players on the neighborhood. There's a host of cheats and slow dribblers, guys who can shoot the eye out of a needle at 20 feet and guys who could sink one if they were sitting on the corners. Take a lookie-look. Pass on the runs, pop 'em from the backboard. Pass a backboarder, a tip off. But don't dribble through the trees, stick and for heavens sake watch out for the windows!

CBM64/128  
£9.99 cassette £14.99 disk  
Coming Soon



Epyx

U.S. Gold Ltd., Units 3/3 Hollord Way, Hollord, Birmingham B6 7AX. Tel: (021) 356 2388



# I.D.E.A.S CENTRAL

Well, at last it's here! No, I don't mean the new games consoles from Sega and Nintendo. Nor do I mean those Photon Laser Guns that the guys in the office keep having battles with. I mean summer. Hasn't it been great. Blue skies, brilliant sunshine, lunch in the park. No wonder it took me all week to get round to writing these pages this month. But, with big, bad St. John breathing down my neck, I had no choice.

So, here it is. Enjoy it.

## THE LAST NINJA

The first person to write in with tips for System 3's *Last Ninja* is Ian Walker of Leicester. Follow his advice and you shouldn't have too many problems.

On the first screen, collect stars, smoke bombs, a sword, nunchucks and an apple and a bag. Don't bother jumping the water, as you can walk round it. When you get to the dragon use a smoke bomb on him.

Screem two — collect the claw from the lion in the same screen, keep going until you come to a wall. Put all weapons away and use the claw to climb the wall. Use stars on the mountain part — it saves time. Collect the apple from the cave. When you come to a wall going down put weapons away, use the claw and walk backwards. Keep going right until you come to the water. On the stones, jump onto the third one. When you are on the stone jump right and up again. The Ninja magic is behind a rock, don't touch it till you have picked up the glove — this is very important.

When you have done this go back across the stones. Cross over the mud and keep going until you see a bunch of bamboo sticks. Walk into them

and pick up the staff. When you come to the stone dragons, if you still have the Ninja magic, you will cross over into the third section, if not — you will fail!

Section three — go up and then down. Collect stars, keep going till you come to the water. Line yourself up with the first stone and jump right and up and jump out of the screen. Jump right and right again, then forward. If you keep going you will come to a buddha wearing a pendant. Take the pendant and go back, now go up keep going that way and you will eventually come to the flower. Pick up the flower wearing the glove. Carry on until you come to a little lake. You will notice a bit sticking out on each side of the lake, walk to the bottom bit and jump, pushing upwards. When you come to the buddha give him the pendant.

Section four — walk forward and drop through the floor. The next bit is like a maze, so follow these instructions carefully — down right, up right, collect rope, down right, up right, up right, down left, up right, collect apple, up right, down left, down left, down right, down left, down right, down

left, down left, put weapons away, use rope and climb ladder.

Section five — go up, keep following path until there is a split. Pick up the apple use the key and go through the door. Down right, down right, now walk up to the statue. Go round him — keep close, but, beware. Up right, take the flower to the big grey pot, down left, down right, up right.

Section six — Now it's hard! Up left, up right, collect bottle, down left, up left, up

right, take rose to the white vase, up right, use the bottle on the lion. You use it like you used the stars. Up right. A good tip here is if you are low on energy and you see an apple, collect the apple, go off the screen and get beaten up (!!) come to the apple and collect again on section six. Here there is a sort of canon. If you touch it you fly out the screen. Also try walking up to the telescope. And this is as far as Ian has got — any one got the rest of the solution?

## HINTS AND TIPS

From a bunch of guys who call themselves the K.I.D. hackers we have some hints and tips for *Auf Wiedersen Moni*.

Take the football from Spain to Juventus in Italy. To use the ski lift get the tools from Bonn. Take the bottle of wine from France to Dortmund. Take the steering from Sweden to Monaco. Take the cork to the man in Amsterdam. He will give you some flowers, take them to the lady on the Tower of Piza. Take the Mona Lisa to the mafia fence. To get extra lives collect all the rabbits, cherries and ice cream. Collect £3,000 and part of the island will appear and you will

receive an extra man. Here is a list of your destinations from the airports.

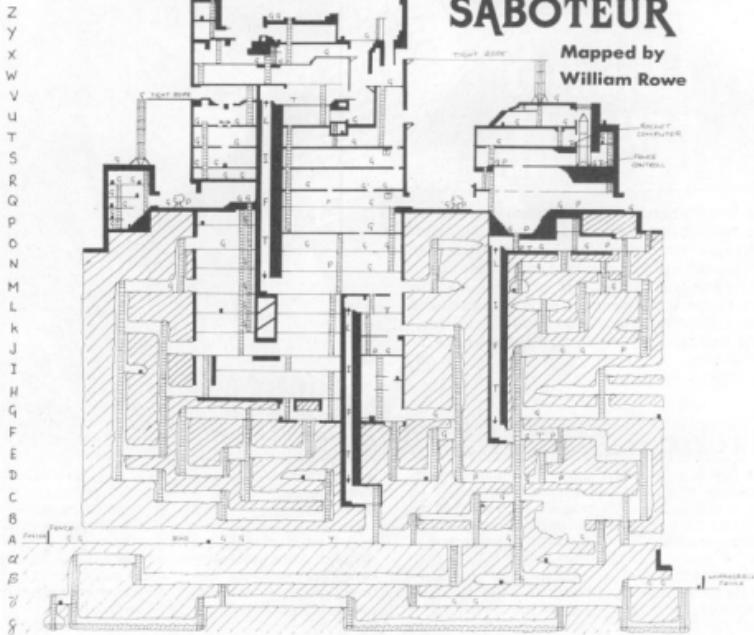
Airport Spain — Paris, Paris — Antwerp, Belgium — Antwerp, Luxembourg — Amsterdam, Airport Spain — Bonn, W Germany — W Berlin, W Berlin — E Berlin, E Berlin — Airport Yugoslavia, Airport Yugoslavia — Rome, Italy, Rome — Olympus, Greece, Olympus — Bern, Switzerland, Bern — White Airport in Yugoslavia — be warned never use this airport as you will lose all your air tickets, Moldavia — Copenhagen, Denmark.



TOP OR  
GLIDER SIDE

# SABOTEUR

Mapped by  
William Rowe



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33

KEY: G=GUARD P=PUMA T=LIFT COMPUTERS ■=BOX OF EQUIPMENT □=TELLY SCREEN =TREE(CLIMBABLE)  
 =WATER FILLED CAVE

## SABOTEUR II

Have you noticed the amazing *Saboteur II* map which William Rowe of Nairn has sent in? Wonder how long it took him to draw. Here are some general gameplay notes for you as well.

The best place to leave the glider is as you enter the fourth screen. Keep running on the tight ropes. The best fighting position is to pull the joystick down and press fire in the direction off the enemy. This would seem to be the manoeuvre you can do quickest and most frequently. Some guards have a weak point, a single blow of one

type will fell them. Five screens is the furthest you can fall, only if you have full energy though. The bike is in screen A8. The electric fence switch is in screen S28. The Ninja can swim, sink to the bottom then push up and the direction you want to travel in.

### LOCATION OF COMPUTER CODES

The box's in the following rooms contain pieces of the computer tape Z9/T16/R5/U23/U28/L13  
l6 contains two codes — l18/G31  
D14/a25/B23/82

As the levels get harder you will find the guards and pumas hit harder. Try to avoid them as you will find time is the greatest enemy — especially on level seven.

And finally some codes:  
Mission one: No code needed  
Mission two: Jonin  
Mission three: Kime  
Mission four: Kugi Kiri  
A bug in Delta has been detected by Robert Larkin of Co. Dublin. Line yourself up to destroy the aliens. Destroy them all and very quickly destroy yourself. Remember to destroy yourself before the next wave comes.

# GOBOTS

*Ronnie Farrington* of Merseyside has a quick cheat for the new game from Ariosoft — Gobots. Load the game in, press fire on the score screen, the credit screen then appears, press F3 and a menu appears. You can now change the following using the right CCSR key.

Gravity	Yes/No
I and death	yes/No
Y Thrust	0 to 9
X Thrust	0 to 9
Speed	0 to 3
Autofire	Yes/No

After choosing what you want, press return to start the game.



# ELECTRON

Here's someone who reads intros. Robert Anderson of Liverpool has sent these tips for the Electron.

*Thrust* — this game can seem immensely difficult, but can be mastered with a little perseverance. It is best to make simple maps of each level showing the positions of all the objects. Try and destroy the limpet pods first — they only need one shot. If there are pods near you, you can hear them when they fire. It takes anything up to 12 direct hits to destroy the reactor.

*Death Star* — here is a very small cheat which makes the game a little easier — while you are playing hit Caps, Q and 1 at the same time and the game will revert to the start of the level you are on. This is very useful for when you are collecting starbombs and enables you to buy time as the death star is formed.

*Yie Ar Kung Fu* — knock

your opponent out at the same time as yourself for lots of bonus points.

*Exploding Fist* — don't use a roundhouse kick after the 2nd Dan, it doesn't do much good. A good move up until the 4th or 5th dan is the forward sweep which works very well. On the later levels somersault over your opponent and back again, when he turns around kick him — this usually works. Keyboard control is easiest once you get used to it.

Robert would like some tips on *Karate Combat* as it is driving him crazy. When he hits the opponent his energy drains — what is he doing wrong?

So come on all you Martial Arts experts, tell Robert how to beat his opponent in *Karate Combat* — and remember it must be the Electron version. Write to him c/o Melissa Ravenflame, I.C.

# BARBARIAN

Here it is guys. The first Atari ST map to be published in any magazine — well, what do you expect we are the best after all.

The map is for that well wicked game *Barbarian* by Pygnosis. Brian Webber is the man responsible for C+VG being first — again!!



A	Arrow
EF	Evil Frog
G	Grizzly
RL	Rock Lobber
P	Phantom
AX	Axe Man
SW	Sword Man
JC	Jumping Cat
MM	Mechanical Mauler
B	Bow
JR	Jumping Ray
BD	Bulldog
R	Rhino
D	Dragon
SH	Shield
CM	Cave Man
PR	Priest
M	Magician



# GAME OVER



DYNAMIC.  
1987 Game Design Dynamic



When you decide to embark on this adventure you will face KAIKAS (mutating Kangaroos), ORCOS (fierce monsters of the planet DEDRON), LEISER-FREISERS (autonomous search androids, equipped with telescopic cameras and turbo-laser cannon), GARKLAS CLONICOS (specialists in following trails through the swamp jungle)... a world full of dangers.

A challenge for the brave...

A challenge only for heroes. **GAME OVER.**

**Midway**

*the name  
of the game*

SPECTRUM 7-95 COMMODORE, AMSTRAD CPC 8-95

GAMES MACHINES

# COMPUTER + VIDEO GAMES

EVERYTHING YOU  
NEED TO KNOW  
ABOUT THE NEW  
GAMES MACHINES!

WIN  
A SEGA  
MASTER  
SYSTEM!



NINTENDO/SEGA/ATARI MACHINES REVIEWED  
SUPER MARIO BROTHERS — THE COMPLETE PLAYERS GUIDE!  
CLASSIC GAMES ON CARTRIDGE — PREVIEWED AND REVIEWED

# GAMES MACHINES

# Sega Master System

The Sega Master System is a worthwhile contender to the home video-game market. Sega supplies one fully integrated package, containing the master console, control pads, light phaser gun, plus all the cables and wires needed for easy set up and use. Two free games on one cartridge are also included — **Hang On** and **Safari Hunt**.

**Hang On** places you in a motorcycle race, while **Safari Hunt** lets you zap jungle animals with the light phaser.

Sega's console is reminiscent of a 1950s conception of a

developed.

Set-up is quick and simple, with a choice of television or direct video/audio output. Care must be exercised in inserting/removing the carts, and remember to kill that power switch! The controllers are similar to Nintendo's, but the movement pad is of one piece. This can make for easier manipulation — especially on the diagonal. There is also the option of using the included mini-joystick that screws into the centre of pad.

Another nice touch is the pause button on the console. It

regular games, but it really shines when used with the new carts designed to take advantage of its features.

Also due shortly is the three dimension system. These special liquid-crystal glasses enable the player to experience the thrill of depth in a video game. It attaches via the card slot on the Master Console, needs no separate power supply, and looks a bit like super-cool dark glasses.

The new games appearing soon are:

**Astro Warrior** (cartridge): Go head to head with super-

bad luck to be an F.B.I. agent. Better practice with your light phaser 'cause you're gonna need a good shooting eye.

**Ghostbusters** (cartridge): Who are YOU gonna call? Those slime balls are here, and you have to stop them.

**Great Soccer** (cartridge): Dribble, pass, and head for that net — all aided by the sports pad controller. There are even penalty kicks.

## ▼ OUTRUN



## ▲ BLACK BELT

**Alex Kidd in Miracle World** (cartridge): Your name is Alex Kidd, and your job is to save the city from the puzzling danger that confronts it. Will your wits decipher the clues in time to do so?

**Kung Fu Kid** (cartridge): The monstrous MANDA is an evil master of the ancient art. Use your training and wits to end his reign of terror.



futuristic toaster. Cartridges are inserted into a slot on top, but there is also another slot which takes "credit-card" sized games of 256K memory. The carts contain a standard of one-megabyte of memory, and 1/2-meg games are created by making combo-carts. New Two-Meg carts are due shortly, which ought to really make the fur fly. A wide assortment of original games, plus-arcade conversions, are being

may be a bit more trouble to get to, but it works on everything you play.

Accessories are also being explored, and the first to show is the sport pad. This is a serious two-button/trackball combination which takes the place of the regular controller. A special setting allows for continuous action when pressing one of the buttons, and there is also a switch so that it can be used with the

powered spaceships. Shoot first, wipe them out before they turn you into sub-atomic particles. Then take on the insidious master ship.

**Enduro Racer** (cartridge): Compete against opponents, and the clock, as you race your motorcycle over varied terrain.

**Gangster Town** (cartridge): It's the 1920s, and you've the

# GAMES MACHINES

**Monopoly** (cartridge): The classic board game comes to the screen. Play against a friend or the computer.

**The Ninja** (cartridge): The arch-tyrant has his mitts on the Princess. Time for a dart up his nose. Of course, you'll have to take on his whole army first.

**Out Run** (cartridge): Test your driving skills as the wind whips up and over you!

(cartridge): Guess what you get to do? Fight, shoot, kill. Use flame throwers, arrow bombs, and machine guns. When all else fails — use your savage strength. After all, the odds are only 1,000 to one.

**Rocky** (cartridge): Got big enough fists? You do now, so go ahead and use them to knock out all contenders to your title as Heavy-weight Champion of the World. Another Two-Mega cart.

**Zillion** (cartridge): You and two buddies are captured by Planet X. Switch control between the three as you smash the enemy's base. For the 3rd Dimension System.

**Missile Defense 3-D**: Use the light phaser to knock those nuclear missiles out of the sky. Watch out — one's coming right at you!

**Zaxxon 3-D**: Flying a super-

**Black Belt** (cartridge): You'll have to sharpen up your Karate Kicks if you're going to beat this game.

**Transbot** (card): A scrolling shoot-em-up that allows you to change your weapons during the game.

## Marksman Shooting

(cartridge): There are three different scenes to shoot at in this one. Choose between clay pigeons, moving cut-out villains and a chance to hunt big game in Safari Hunt.

## ▼ SPACE HARRIER



## ▼ RAMBO



## ▲ QUARTET

convertible. Switch lanes, screech around curves. Some fun huh? Another Two-Mega cart.

**Pro Wrestling** (cartridge): Work two beefy boys, as you go for Champs of the Ring. When all else fails, pull your opponent out of the ring and hit him with a chair!

Rambo: First Blood Part II

**Space Harrier** (cartridge): Fight off those aliens as you weave and duck. Run or fly — but don't stop shooting until you've whipped them all. Another Two-Mega.

**Wonder Boy** (cartridge): The evil Great King has your girl. His world is full of snakes, bats, and other icky things. But you must meet the challenge.

## ▲ CHOLIFLTER

duper spacecraft/fighter has never been more fun. Or a tougher challenge.

**World Grand Prix** (cartridge): The cartridge not only lets you pit your racing talent against the world's best drivers, it also lets you design your own racing tracks — make them easy or difficult as you like.

Other games available for the Sega Master System are:

**On Cartridge**: Choplifter, Fantasy Zone, Great Baseball, Great Basketball, Great Football, Great Soccer, Great Volleyball and Marksman Shooting/Trap Shooting.

**On Sega Card**: F-16 Fighting Falcon, Ghost House, My Hero, Super Tennis, Teddy Boy, and Woody Pop.

# GAMES MACHINES

# Nintendo Entertainment

In 1986 the day of the games machine seemed to be dead and gone. But Nintendo took a chance and released their Entertainment System. With great sound, great graphics, video robot and a light gun that "sees" what's on the television screen — PLUS lots and lots of

**Operating Buddy** plugs into the control deck, and plays along with games in the Robot series.

He'll move coloured blocks, juggle gyros, and just plain amuse you.

The **Zapper** light gun brings a shooting gallery into your house, and you don't even

which allows a player to continue the game from one setting to the next.

**Kid Icarus:** Greek mythology updated into the video age. Part of the Password Pak series.

**The Legend of Zelda:** In this

**3-D Racer:** Fast paced action is combined with speed and sound effects. All enhanced by realistic 3D viewing when used with Nintendo's 3D system. Other games from Nintendo: ACTION SERIES: Balloon

## ▼ GRADIUS



games.

Now the Entertainment System comes in two flavours. Buying the Deluxe set gets you the works, the control deck, light gun and R.O.B. the robot.

The basic system gives you the control deck plus controllers and you also get Super Mario Brothers.

The control deck is a small box with video/audio outputs as well as a RF (radio-frequency) port for the television or monitor.

Two controllers are plugged into the front of the deck. Each has dual firing buttons, a 'select' and 'start' switch, and a four direction rocker pad for movement.

The mechanical Robotic

have to worry about running out of ammunition.

The N.E.S. Advantage Joystick is a new add-on, with all the features of the regular controllers enlarged for easier handling.

The newest addition is 3-D! Specially designed glasses attach to the control deck, and work in conjunction with 3-D games to produce spectacular results. It's never too soon to start looking like Flash Gordon! New games from Nintendo are:

**The Adventures of Link:** In this action/adventure, Link travels the countryside seeking allies to help him defeat the villainous Gannon. The game features a special password

prequel to **Adventure of Link**, a young Link must use both sword and sorcery in order to save the land. The cartridge contains a lithium battery which stores a player's accomplishments and position between sessions.

**Metroid:** As a super bounty hunter, it is your job to roam the galaxy; seeking out and destroying the dangerous Metroid life-forms. Also part of the Password Pak series.

**Punch-Out:** A conversion of the coin-op in which the player fights for the World Boxing Title against a variety of top contenders.

## ▲ RUSH 'N' ATTACK

Fight, Clu Clu Land, Kung Fu, Ice Climber, Pinball, Urban Champion.

**ARCADE CLASSICS SERIES:** Donkey Kong, Donkey Kong Jr., Donkey Kong III, Mario Brothers, Popeye.

**EDUCATION SERIES:** Donkey Kong Jr. Math.

**LIGHT GUN SERIES:** Duck Hunt, Gunshoe, Hogan's Alley, Wild Gunman.

**PROGRAMMABLE SERIES:** Excitebike, Mach Racer, Wrecking Crew.

**ROBOT SERIES:** Gyromite, Stack-up.

**SPORTS SERIES:** Baseball, Golf, Soccer, Tennis, 10-Yard Fight.

# Entertainment System

**A**cclaim Entertainment is the first third party company to produce a 3D game — **The 3D Battles of Worldrunner**. Not only can you play it just like any regular game, but flip the select switch and it turns into red/green 3D, or true 3D when

## ▼ TROJAN



30000 2P  
P.M.3 340



## ▲ WORLD RUNNER

used with Nintendo's new 3D system. Acclaim's games are:

**The 3D Battles of World-runner:** Play normal, or wear the included red/green glasses for a 3D effect. Or opt for the liquid crystal way and really get off on the action. Keep your Space Cowboy from falling into pits, or the mouths of alien beasties.

**Winter Games:** Split screen action and multinational anthems highlight the events. Go sledding, or try to avoid landing on your head in the ski event.

**Star Voyager:** Free your civilisation the only way you know how — by blowing up the aliens and their spacecraft throughout the galaxies.

**Bandai presents:**

**Chubby Cherbu:** Poor guy,

and evil demons. Watch out for the many traps!

**Family Fun Fitness** games are special. You run, leap and move around on a special mat that has sensors built into it. This is relayed into the control

## ▼ COMMANDO



## ▲ LEGEND OF ZILDA

all he wants is something to eat. But along the way, you'll have to help him do good deeds, and avoid firecrackers and pesky dogs.

**M.U.S.C.L.E.:** That's what you better have if you're to win the Tag-Team wrestling title. Clever moves will whump your foes, but beware of the electrified ropes or floor of ice options — could be a good time to jump out and let your team-mate take over!

**Athletic World:** Jump those hurdles, dodge wild boars, hop from log to log. Tired of that? Then go for a raft cruise down a river or sprint through a deep and treacherous tunnel.

**Stadium Events:** Participate in four events, with up to six players competing against each other or the onscreen "buddy". There's 100 Metre Dash, a 110 Metre Hurdle event, a Long Jump, or a Triple Jump.

**Capcom takes off with conversions of all their top coin-ops:**

**T942: Super Ace** plans to visit Tokyo, but he won't be treated as an invited guest. You'll have to help him fight off

the many enemy air attacks.

**Commando:** Shoot, kill, Destroy the evil army. Don't let up until you've freed those hostages.

**Ghosts 'n Goblins:** It's tough taking on the demons of the night. Just make sure your knight doesn't get so scared he jumps right out of his armour.

**Trojan:** The brutal king has many followers. But a master of the martial arts, with shield and sword in hand can vanquish all.

*Continued on page 72*

# GAMES MACHINES

## Nintendo Entertainment System

continued from page 71

Data East offers the following:

**Breakthru:** Can you retrieve the stolen secret lighter planet? It's you and your sophisticated assault vehicle against hordes of hostile renegades.

**Burgertime:** It's Yum-Yum time as Chef Peter Potter attempts to feed off food foes while making his perfect burgers. This could turn you into a vegetarian.

**Karate Champ:** Sharpen your skills, perfect your aim. Then let loose against your opponent with moves of speed and skill. Ai-yah!

### ▼ BANDAI'S FAMILY FITNESS



### ▲ ATHLETIC WORLD

**Karnov:** That jolly fire-breathing Russian, Karnov, seeks the Lost Treasure of Babylon. Help the old hot-head as he runs, swims, climbs, flies, and incinerates his many bizarre foes.

**Kid Nikki:** One pint-sized radical punk. One razor-sharp sword. The Stone Wizard had better beware... The results are brutal.

**Tag Team Wrestling:** Teamwork is the key, but a punch to your opponent's

head when the ref turns his back don't hurt either!

**Item Corp. presents:**  
**Kung Fu II:** The martial arts master returns for new challenges!

**Spoon:** The aliens have sunk most of the cities, and a large percentage of the population has become shark food. Do you dare rescue survivors from the underwater city?

From Konami comes:

**Gradius:** The evil Bacterions are up to no good. Pilot the "Warp Battler" through hordes of mighty opposition, and blast 'em to bits!

### ▼ DELUXE JOYSTICK



### ▲ SLALOM

**Rush 'n Attack:** Those American POWs are getting mighty bored. It's time to tear that armoured car apart, despite the many hazards waiting for you.

**Track & Field:** Take on all corners in eight events of skill and will power. Toss that javelin, sink arrow after arrow in the bulls-eye, and then surround them all with your running speed.

**LJN Toys presents:**  
**The Karate Kid: Guide**

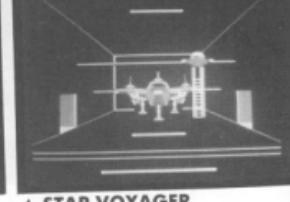
Daniel-San through a series of challenges, obstacles and hazards. Get in there and fight!

SNK brings you:

**Alpha Mission:** Pilot your spaceship through screen after screen of dangerous aliens. All intent on your destruction.

**Ikari Warriors:** They're tough, they're beefy. They've got guns and grenades. Don't get in their way, no matter how good you think the odds are. The Ikari boys are going to wipe those enemy soldiers right off the face of the earth.

### ▼ 3D GLASSES



### ▲ STAR VOYAGER

**Sun Corporation shows:**  
**Sky Kid:** You and your occasional friend, Blue Max, rev up those biplanes and take off on an exciting mission.

**Spy Hunter:** You know what this baby does. Weapons van, enemy autos, and one tough car to drive along a highway fraught with death and destruction.

**Taito** presents more arcade action:

**Arkanoid:** A special two-button controller is included

for this game of quick reflexes as you battle down the brick-like defences in an alien space labyrinth.

**Elevator Action:** work your way down the enemy building. But be prepared to shoot it out with evil agents every step of the way.

**Elevator Action:** Work your one tough Samurai dude. He can leap a mile and toss spiked stars like popcorn. Whirling his swords like a lawn mower, he must rescue the Princess from fire-breathing Monks, and other baddies.

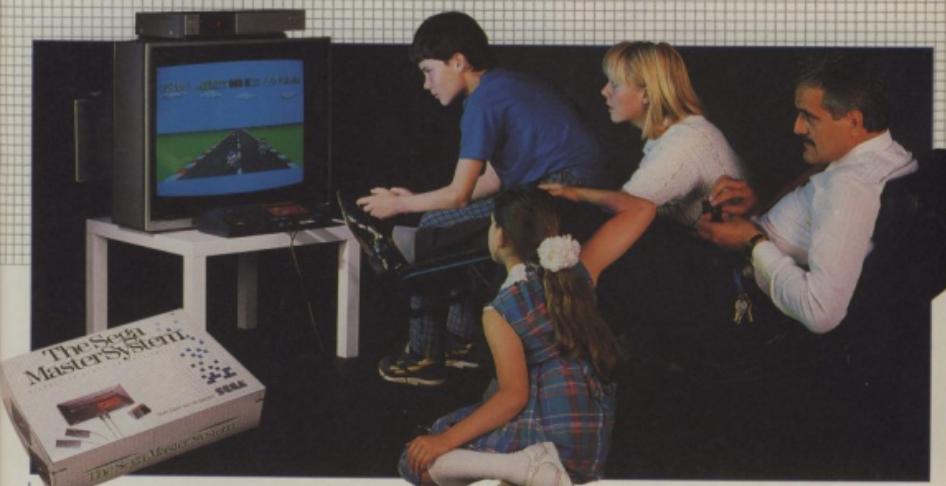
**Techmo** offers the following:

**Rygar:** This legendary warrior restores peace to the land by night-stalking and whomping an army of dangerous beasts.

**Solomon's Key:** You and Dana the Wizard must unlock the scroll of secrets to restore peace and order.

# SEGA

## THE ULTIMATE HOME VIDEO ARCADE MACHINE



This is SEGA - the powerful new video games system designed specially for the home and the whole family. It's compact and easy to assemble, and the high technology gives you sharp video images, vibrant colour and realistic sound!



### LOOK HOW MUCH SEGA GIVES YOU

With Sega, you get a complete, ready-to-use system. All you need is a TV! The package includes

games console (to run a card or cartridge), a FREE copy of the hit arcade game "Hang On", 2 control pads, a TV aerial fixture to let you watch TV even when the console's still connected as well as a fitted

3-pin plug and a special mystery game built-in and ready for you to find!

### GAMES! GAMES! GAMES!

Sports action, exciting thrillers and great arcade hits - there's a feast of fun covering

# SEGA

*The Ultimate Games  
Machine For Your Home*

256k cards! And Sega has 1 megabyte and huge 2 megabyte cartridges to take the 40 new titles coming your way later this year including smash hits Out Run, Space Harrier and many more.

**SEGA GIVES YOU ALL  
THIS FOR JUST £99.95!**



### LIGHT PHASER

Take aim and fire at your targets with ease - and stunning realism!

### 3-D VISOR GLASSES

Get more out of your game - More force, more action and more amazing 3-D realism!

Choplifter<sup>TM</sup>



World Grand Prix<sup>TM</sup>



Super Tennis<sup>TM</sup>



Space Harrier<sup>TM</sup>



F16 Falcon<sup>TM</sup>



Out Run<sup>TM</sup>



# Sega competition



HEY YOU! Want to be the first person on your street with a brand new *Sega Master System*? Want to be the first person on your street to have a copy of *Out Run* — the number one race game — to play on your Master System? Of course you do. And only one magazine can give you the chance — *Computer and Video Games*!

Thanks to *Mastertronic*, the people who are bringing the sensational *Sega* system into this country, we can offer one lucky C+VG reader this truly awesome prize.

- The first prize winner will get a complete *Sega Master System* PLUS a copy of *Out Run*, PLUS a mystery game!
- 10 second prize winners will get a Mastersound video.
- 40 third prize winners will get a Mastersound music tape.
- 20 fourth prize winners will get a special coffee mug.
- 50 runners-up will get a giant *Mastertronic* poster.

To get your hand on the mega prize all you have to do is identify the six segments of *Sega* games pictured on this page, answer the simple tie-breaker question and then rush your entry coupon off to *Computer and Video Games*, *Sega* System Competition, 14 Holkham Road, Orton, Southgate, Peterborough PE2 0UF.

Normal C+VG rules apply, closing date is September 16th and the Editor's decision is final.

Now, get into gear, fill in the coupon and race down to your nearest post box before the rest of your street gets the same idea!

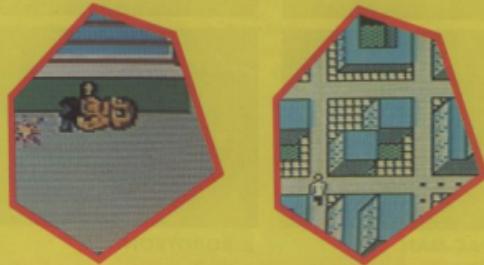
#### PICTURE CLUES

- Pic 1 is: A) Space Harrier B) Choplifter C) Rygar?
- Pic 2 is: A) Jet Set Willy B) Quartet C) Boulderdash?
- Pic 3 is: A) Fight Night B) Frank Bruno's Boxing C) Pro Wrestling?
- Pic 4 is: A) Commando B) Ikari Warriors C) Ghostbusters?
- Pic 5 is: A) Wonder Boy B) Miracle World C) Mario Bros?
- Pic 6 is: A) Slap Fight B) Astro Warrior C) Hades Nebula?





new 3D video games



## C+VG/MASTERTRONIC SEGA SYSTEM COMPETITION

Name \_\_\_\_\_

Address \_\_\_\_\_

Age \_\_\_\_\_ Computer owned (tick box)

C64  Spectrum  Atari  Atari ST 

The Sega games are:

1	2	3
4	5	6

- The car featured in Sega's *Out Run* is: A) Porsche B) Ferrari C) Lotus (ring your guess!) Video: VHS  BETA  (tick box)



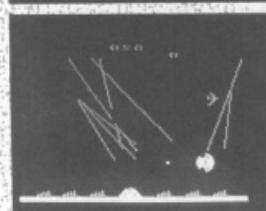
# GAMES MACHINES

# Atari XE Game System

**A**tari doesn't like to be left out. With that in mind they've introduced the **XE Game System**. A late entry into the game market (even though they started it all with the 2600), Atari has learned from the competition just what games want... And delivered!

The **XE Game System** is a renovated XE computer, subdivided into two parts. The main console accepts game cartridges which contain over 256K of graphics and sound. These games are both originals as well as conversions from the hundreds out there on the XE computers. With more on the way. A keyboard unit can be attached to the gaming console.

## ▼ FIGHT NIGHT



## ▲ MISSILE COMMAND

when special commands are needed (like for Flight Simulator II). A light gun also comes with the system, as well as the "beloved" standard Atari joystick.

Those who want even more can add an XE disk drive, thus opening access to all the 8-bit disk software on the market. And speaking of software, it's the games that makes Atari's new system shine. Three are included with the system: Flight Simulator II, Missile Command, and Blast 'Em.

As expected, these carts are not compatible with any other system, nor vice versa. But enough of that, let's see what else Atari's got:

**Archon** (Electronic Arts): Chess for arcade fans. Fight for position with swords, magic and thaythem.

**Ballblazer** (Lucas Film Games): 3-D effects, turn this futuristic soccer game into a real free-for-all. Don't let the robot drones get in your way!

**Battle Zone** (Atari): The landscape is barren, with only an active volcano to light the way. Can you manoeuvre your

territory. Don't let anybody, or anything, get to them.

**Desert Falcon** (Atari): Pilot against great odds in the land of the Sphinx.

**Dig Dug** (Atari): Help DD burrow for buried treasure. But be careful of the fire-parrots, and other dangers.

**Fight Night** (Accolade): A low blow may get you tossed out of the ring, but who cares? The important thing to do is beat your foe to a pulp.

**Food Fight** (Atari): Take care of those pesky people once and for all. Give them an eye

to this one.

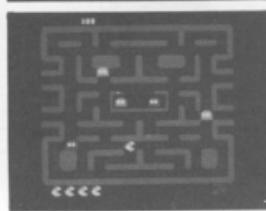
**Moon Patrol** (Atari): Avoid the many traps and aliens, as you drive through the bleak landscape.

**Ms Pac-Man** (Atari): She's cute as a button, but hungry for those power dots. Watch out for Ghosts!

**One-on-one Basketball** (Electronic Arts): Just you and your opponent, no one to blame or yell at. Show him who's the best.

**Pole Position** (Atari): Are you good enough to reach top position? Get behind the

## ▼ POLE POSITION



## ▲ MS PAC-MAN

tank to safety, while wiping out the opposition's tanks and guided missiles?

**Caverns of Mars** (Atari): A swift descent against terrible odds. Destroy the Martian headquarters and escape.

**Centipede** (Atari): Bugs, bugs, bugs. Can you keep the garden free of them?

**Crossbow** (Exidy/Light Gun): Protect your friends as they pass through dangerous

full of dessert.

**Galaxian** (Taito): Forget strategy — just blow up all those alien spaceships before they take you out!

**Hardball** (Accolade): Baseball the way you like it. Lots of graphics, sound and split screens.

**Midnight Magic** (Broderbund): Try your hand at a wild pinball ride. You're going to need quick reflexes for

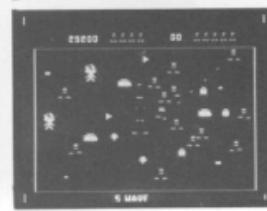
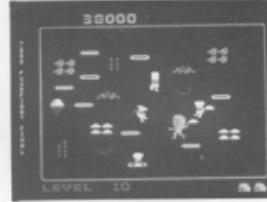
driver's seat and find out.

**Rescue from Fractalus** (Lucas Film Games): Can you rescue your comrades from the surface without being blasted to smithereens? Be careful of alien traps!

**Robotron** (Atari): Blast those invaders to teeny-weeny bits!

**Star Raiders II** (Atari): The aliens think they can take over your galaxy. They've got another thing coming.

## ▼ FOOD FIGHT



## ▲ ROBOTRON

# Sega System Reviews

## ► WORLD GRAND PRIX

- MACHINE: SEGA MASTER SYSTEM
- SUPPLIER: SEGA
- PRICE: £19.95
- REVIEWER: PAUL

Sitting on the grid I can almost smell the high octane fuel. It's as hot as hell and getting hotter.

Tension mounts. The warning lights begin their countdown. Ready, steady . . . GO!

I slam my mean machine into gear and hit the throttle. The wheels spin making a racket. Squeals on wheels, in fact.

At last the rubber grips the tarmac and I'm off like a bat out of hell, following the exhaust trails of the other cars. Hot pursuit, I just love it.

The controls are really simple. Hitting the button puts up the revs, moving the joystick back and forth switches the gears between high and low. Moving the stick left and right steers the car. Easy? In theory, yes, but I lost count of the number of spins

and crashes I had before I was able to compete at any satisfactory standard.

Across the top of the screen is displayed speed, gear selection and the track. Your position shown on it as a moving blob. It pays to keep an eye on it because you'll need to think well ahead. Corners have a nasty habit of coming at you before you're ready.

Besides the existing tracks you can design your own, making them as simple or complex as you like. You are provided with a series of track pieces, straight, curves and bends. By positioning an arrow over them and hitting the fire button you can select the track piece by piece. I preferred fairly simple designs, long straights with a few curves as possible. These are the best for high speeds.

*World Grand Prix* is ace race action. Great graphics and sound. The crashes are spectacular.

- SOUND
- GRAPHICS
- VALUE
- PLAYABILITY

8  
9  
7  
9



WORLD GRAND PRIX



HANG ON

## ► HANG ON

- MACHINE: SEGA MASTER SYSTEM
- SUPPLIER: SEGA
- PRICE: FREE (CARD)
- REVIEWER: PAUL

*Hang On* is head to head, high speed action between your motorcycle, the Fearless 4, and the equally powerful Sizzler. And it comes free when you buy the Sega System.

The *Hang On* technique enables you to hang on through really tricky curves at high speeds.

The bikes race over three levels each consisting of eight courses. Each course has five stages.

The Fearless 4 has three gears — low, second and high. Moving the joystick up and down selects the gear. It's also used to control the hike. The control pad's two buttons are used a brake and accelerator.

Each stage must be completed within a 60 second time limit. If you managed to clear the stage with time to spare the extra seconds are

added to the next stage.

The five stages of a course are circuit, seaside, mountain valley, city night, circuit and finish line. If you manage to complete the eight courses in level three, you start all over again. But this time the time limits are cut.

Each course is four kilometres long. The distance remaining is displayed at the top, right-hand corner of the screen.

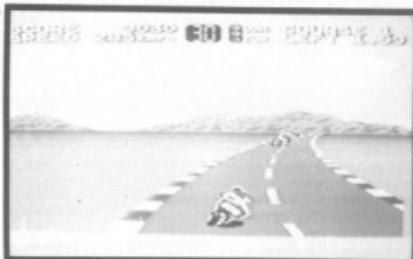
The points scoring is based on three elements — overall speed; the higher it is the more points; passing the Sizzler gets 300 and for every second under time limit earns 1,000 points.

I thought *Hang On* would just be the bike version of *World Grand Prix*, but I was wrong.

Sped merchants who fancy a head to head challenge against the clock go for *Hang On*.

- SOUND
- GRAPHICS
- VALUE
- PLAYABILITY

8  
8  
8  
9



HANG ON

# GAMES MACHINES

# Nintendo S

## Golf

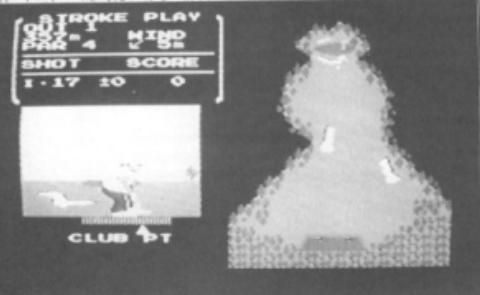
► MACHINE: NINTENDO GAMES CONSOLE  
► SUPPLIER: MATTEL  
► PRICE: £19.99  
► REVIEWER: JOHN

At last, a calm, relaxing strategy game on a console better known for arcade action. The display is fairly complex, but once you've worked out how to swing, aim club and drive the ball up the course you'll find play easy.

The top left corner of the screen gives you information about your score, how well you're doing against the four of a particular hole, the wind strength and the length of shot you'll need to hole the ball.

Penalised two strokes — so don't hit it into the woods — and if you land in the ocean, ponds, rivers or any other water hazards you're penalised one point. There's also a formula to help you get out of bunkers and lists of information about holes, showing the distances from the fairway and bunker you'd have to make for each shot using a particular club. The shot instruction book — too short in my view for the complexity of this type of game — also give a full bird's eye view of the course and its 18 holes.

The game does not conform to all the rules of the real game — for instance your choice of clubs is limited to five woods, eight irons and a putter. If you



The window beneath the score information shows your player as he squares up to putt or drive a ball. You can run through the limited range of woods, irons and putters you have available by using the control pad, then press the A control three times to make a shot — once to set the amount of club back swing, the second to start the downswing and the third to set the impact position.

The window on the right of the screen gives a bird's eye view of the hole. An arrow points away from the hole and you can change its position in line with the direction in which you want the ball to go.

The rules are fairly strict. If you go out of bounds you're

were in a real game you'd probably need to be Gary Player to win with that little selection but, after all, this is an arcade game and we shouldn't expect miracles of the real fairways and greens of a course such as St Andrews.

If you're just after a good time, *Golf* will probably be enough, but if you want a no holds barred simulation you'll have to look to the Commodore or Spectrum computers. Wind variance and weather problems just aren't in this Nintendo game.

► GRAPHICS 8  
► SOUND 5  
► VALUE 8  
► PLAYABILITY 8

## Wild Gunman

► MACHINE: NINTENDO GAMES CONSOLE  
► SUPPLIER: MATTEL  
► PRICE: £28.50  
► REVIEWER: JOHN

Some lose their hats, some lose their pants, some lose their cool. You're on the other end of the light gun in this game you can get revenge on all those awful spaghetti western actors. Just imagine them in your sights and press the trigger.

*Wild Gunman* is yet another odile from Nintendo but, despite its repetitious nature, it's one of my favourites. Nintendo's version of the game must be played with the light



gun, and there are three types of action.

Game A takes place in the desert where a number of rogues are after your blood. They come onto the screen one by one — they turn, their eyes flash and they shout 'FIRE'. The timer starts and you've got to have them already lined up in your sights to stand any chance of hitting them between the eyes. Your opponent will blow you away if your hand shakes or your finger twitches for just that second too long.

Five characters are involved in the plot to gun you down. If you're lucky, though, you'll knock off the Mexican and man in black, floor the Butch

The most competitive of the three games is B — I regarded A as a practice range — but, because the game is so repetitive, it's great to be able to switch to C, and a different location. It would have been better if the game action was more varied — gunmen on horses for instance — but you can't have everything when you're trying for coin-op realism, even if it is antiquated action.

But, with luck, Nintendo will soon be rid of its back catalogue stuff and we'll see some real action.

► SOUND 7  
► GRAPHICS 7  
► VALUE 7  
► PLAYABILITY 7

# System Reviews

## Pinball

► MACHINE: NINTENDO GAMES CONSOLE  
► SUPPLIER: MATTEL  
► PRICE: £19.99  
► REVIEWER: JOHN

Faster than a speeding bullet the ball is hammered from its launch position and into the three-screened pinball machine.

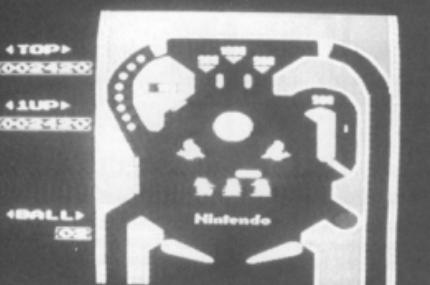
The ball, shot into space by the control pad's A or B button and its velocity is determined by the length of time you hold the control down.

The main area of the machine is divided into two sections, both of which have a pair of flippers at the bottom of the screen. Left is flipped with

screen A, at the top of the table, you can knock over penguins and balancing seals.

Scene C holds the bonus features, which you can only reach if the ball has the good fortune to pop into the hole at the bottom right of the A screen. Instead of flippers you've got Mario, of *Mario Brothers* fame, in control. He holds a platform which'll catch the falling balls and bounce them back up the screen if you manage to walk Mario under them in time.

The bonus screen also includes a three by four matrix of coloured, numeric lamps which change colour as the ball bounces between Mario and the two 100 point bumpers on left and right. If you manage to turn the lamps



the control pad while the right is moved with either the A or B button. The latter part of the set up can cause confusion at the start of the game when those two buttons have different meanings and a short mental control leap has to be made before you get into the game.

Although you only have two sets of paddles — there are no single paddles in this game — the lack of control or involvement is made up for by the crowded point-scoring features. There are two sets of numbered targets, cards that'll flip over if you hit them, and four 100 point bumpers. On screen B at the bottom of the table, small chicks are hatched from eggs when the ball hits In

on in the same colour, a lady at the top of the screen will drop into peril, which means extra points for you. Eventually that gap becomes too big to jump and she'll fall, at which point you move Mario under her and when he catches her you get a bonus 10,000 points.

If you're a pinball fan you won't see the new features which are appearing on the latest coin-op games but, if you can't afford one of those in you hall, Nintendo's ball blazer provides an excellent alternative.

► GRAPHICS  
► SOUND  
► VALUE  
► PLAYABILITY

8  
7  
8  
8

## Excitebike

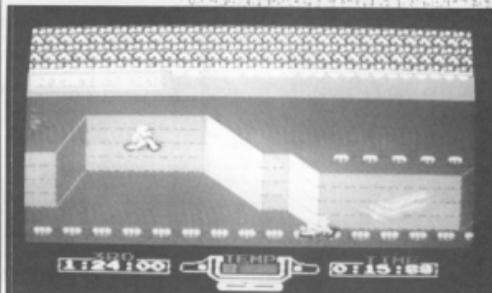
► MACHINE: NINTENDO GAMES CONSOLE  
► SUPPLIER: MATTEL  
► PRICE: £29.50  
► REVIEWER: JOHN

Bike racing games, especially where the two-wheeler rush horizontally across the screen, lost their cred points when *Enduro Racer* appeared but *Excitebike* has enough track features to provide an entertaining, if dated game.

It's a one or two player game, played on one of two courses. You can also design your own and save your track in RAM for use when you get back to play mode. The second, more difficult track just

When you've scored number one on both built-in tracks, the design of your own is simple:

The cartridge stores 20 preset lengths of track which you can put together in hundreds of combinations. The display shows your bike at the start of the empty road. You move it along to the spot where you want an obstacle, move the choose-feature cursor to the letter A to S, which corresponds to the obstacle and damp hill, hole or slime patch onto the main display. You can then choose to run a solo race, or get yourself against other motorcross



riders, and away you go!

My first impressions of *Excitebike* were not too good. I've seen scores of similar products before and the 3D perspective games have largely taken over from them. But, this race game has the advantage of a course designer and a large range of objects. There's not much skill involved in clocking up a good timing on the two Mattel tracks; but there's always the addiction of constantly trying to be number one.

► GRAPHICS  
► SOUND  
► VALUE  
► PLAYABILITY

8  
6  
6  
8

# SUPER MARIO

**It's the game that's kept the entire C+VG office in chaos for weeks. Yip! It's the solution to the incredible Super Mario Brothers — well almost!**

**The C+VG team has been working day and night to beat the game, and we've almost done it. You'll just have to finish the last world all by yourself... if you can!**

Super Mario Brothers is a very long game, and if you're going to ever get to the end of it, you'll have to make use of the cheats and short cuts the programmers have put into the game.

Well, let's begin at the beginning. World 1-1 should present no problem. First of all collect the mushroom hidden in the second flashing question mark on the first screen and then, instead of having to waste time covering the whole world, duck down the tube which is just beyond the first pair of monsters.

You'll now find yourself in a secret underground room full of flashing gold coins. Collect all the coins — once you've got one hundred you'll be given a free life — and walk out of the exit in the corner. You are now at the end of the first level. Run up the stairs and jump from the top onto the flag pole for maximum points.

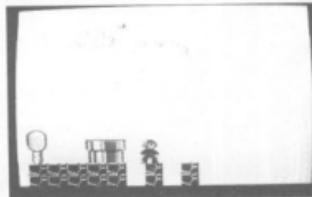
The reason why you sometimes get fireworks at the end of a level is still a mystery. The instruction manual is frustratingly vague about everything.

The next level, World 2-1, is the first underground scene and is quite a bit more difficult than the

previous level. The first thing you must do is get some fire power — and quick!

Grab the fire-flower hidden in the very first flashing question mark and you will be able to blast those nasties out of the way.

Jump across the brick pillars and you'll come across a monster trapped between two walls. Squash the monster by dropping on it and then jump underneath the single



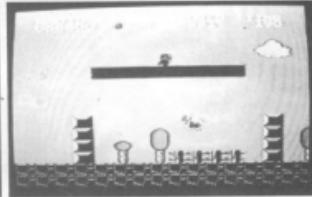
brick above you. You should get ten or 12 coins from it. There are very many of these bricks around the game, and many of them are invisible. So make sure you give everything a good head-butting — even if it looks as if there is nothing there.

Now we've come up against the first obstruction — a solid wall.

Just jump up and down to break a hole and jump through,

remembering to shoot any approaching monsters. A little further on you'll come to a small chasm, with a small ledge above you. Jump onto the ledge, you should now see another ledge on the right-hand side of the screen, covered in gold coins. Jump over the gap, collect the coins and bash two or three holes in the ceiling above you. Go to the far right-hand side of the ledge and jump up to the brick above you, run back along the ledge and then jump through the hole you created earlier. There will be a small mushroom moving fast across the screen which you must catch. That accomplished, you will have gained yourself an extra life.

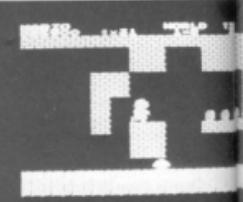
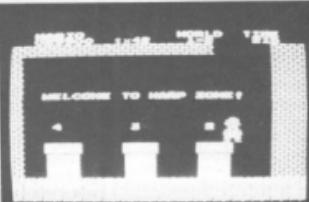
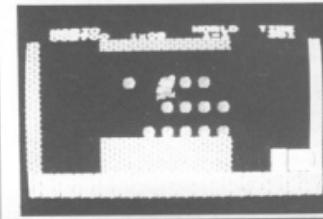
Run along the top of the screen



sprint to the end of the level.

Level 4-2 is another underground scene with a very surprising plant growing in it — a vine.

First of all you will have to negotiate several chasms — it should be problem by now — and once over those obstacles you will enter an enclosed tunnel. Run



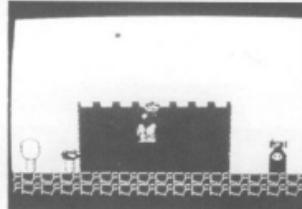
*players guide*

# 10 BROTHERS

down the tunnel polishing off the monsters as you go. The screen will now open up again and you'll find yourself in a room full of the flashing question marks. Jump to the ledge on the right-hand side of the screen and jump onto the lift and drop off it on the other side.

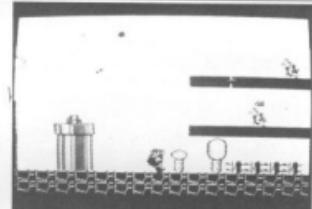
Above you you will see a line of bricks. Jump up in the air below them, you won't be able to reach them but several bricks will appear and you will be able to use them to reach the highest row. Go underneath, hit them with Mario's head and a vine will appear. Climb up the vine and you will enter a bonus screen filled with more coins. At the end of this screen you will come to another Warp Zone. Down tube number 8 and you've warped to the last world!

Not surprisingly things have



the middle. The best way to deal with this is just to run very fast at it and jump right at the edge. Don't push the B button down because it will make you over-shoot and send you plunging downwards.

The beginning of level 8-2 requires good timing. Jump over the first bouncing turtle without touching it. Wait until another turtle comes bouncing down the

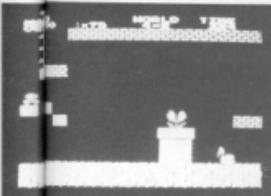


bouncing monsters, and collect the mushroom as it drops down.

The rest of the level becomes an obstacle course of bullets, beetles and bouncing monsters. The one particularly difficult feature of this level is a chasm which looks far too wide to jump.

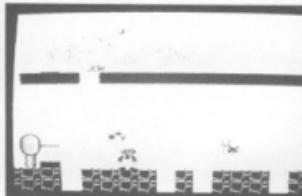
First of all drop down onto the nearest of the two pillars before the gap and then press the B

than it first appears. Jump over the bullets and cannons — but remember to keep your timing absolutely perfect. The next problem are a pair of hammer-throwing monsters perched on two platforms. The best way to deal with these two is to stay close to nearby tube, where the hammers can't reach you, and wait until both of them have left the ground

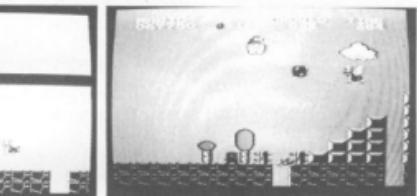


started getting tough. Flying turtles, huge bullet firing cannons, piranha plants and black beetles come at you all at the same time. You're going to need a lot of dexterity to get past this level. Practice is the answer.

The one particularly difficult feature of this level is a huge chasm with only a small column in



stairs, it will fall down a hole and you should then run up the stairs avoiding the spiny creatures as you go. Jump off the top and you'll come to a trampoline. Jump onto it and jump straight up into the air. And extra-life mushroom will now appear and start moving along the highest platform. You should run along your platform, avoiding the usual



button to make you move quickly — don't worry about the small gap between pillars as you'll just walk over it — and when you reach the very edge of the second pillar you should jump!

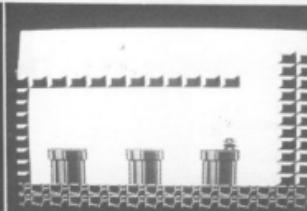
Once across this problem the end of the level shouldn't be too difficult to reach.

World 8-3 is much more tricky

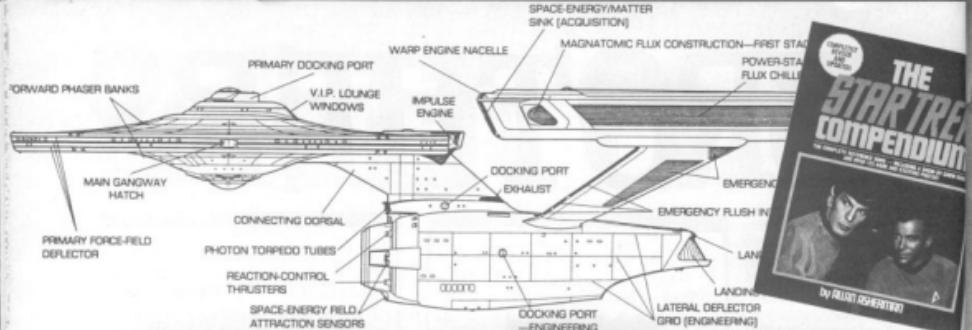
and then run underneath the platform — you can kill them by banging the brick they are standing on. There is also a mushroom hidden inside the highest platform.

A little further on there are another two hammer throwers and the same technique will work here. Later on in this level you find three lone hammer throwers and you have to avoid the hammers and jump on top of them.

And this is as far as we can go! The last level is a maze of tubes you must climb down — they must be in the correct order or you'll wander around forever — and you'll encounter a swimming level. And that's as far as we've reached. Can you beat it?



*players guide*



**THE  
STAR TREK  
COMPENDIUM**

BY ALLEN ASHTON

# STAR TREKKIN'



Bored with waiting for Firebird to release *Star Trek*? We are still, to keep all you Trekkies happy we've arranged a special Star Trek competition with the help of our mates at Titan Books. If you can't play the game at least you can read about the classic sci-fi adventures of Captain James T. Kirk and his crew. Boldly go where no C+VG reader has gone before and enter this cosmic competition!

Just answer the simple *Star Trek* quiz and a starship full of goodies could be yours!

● FIRST prize winner will get the new *Star Trek* Compendium, packed full of fascinating facts about the TV show and films, together with a complete show by show guide and tons of pictures, PLUS Mr Scott's Guide to the Enterprise, an incredibly detailed 'user-manual' for the Starship Enterprise, PLUS a full set of the *Star Trek* novels. That lot should keep you busy for a few light years!

● Three SECOND prize winners will get a copy of *Mr Scott's Guide to the Enterprise*.

● Five runners-up will get a copy of the latest *Star Trek* novel.

Now on with the questions! Answer them and mail your answers via the nearest Star Fleet transporter beam to Computer and Video Games, Star Trek Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is September 16th, normal C+VG rules apply and Mr Spock's decision is final.

1. Name the pop band who recently had a hit with the terminally dreadful Star Trekkin' song.

2. Name the Communications Officer on the Starship Enterprise.

3. Name Mr Spock's Vulcan father.

4. Name the giant creatures featured in *Star Trek IV*.

5. What does the T stand for in James T. Kirk?



C+VG/TITAN BOOKS STAR TREK COMPETITION

Name \_\_\_\_\_

Address \_\_\_\_\_

My answers are:

- 1 \_\_\_\_\_
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_

# MOEBIUS

A dventure through a complex and colourful Oriental world of magic, mysticism and intrigue. Moebius – fabled deity of the Island Kingdom of Khantun – has chosen you, his disciple, to reclaim the stolen Orb of Celestial Harmony from the renegade warlord.

Featuring superbly animated martial arts and sword-fighting combat, Moebius is far better than other Far Eastern adventures. Strategically and tactically more challenging, this odyssey takes you through the realms of Earth, Water, Air and Fire. The dynamic playfield changes constantly as you travel across 26 terrain types, encountering earthquakes, rockslides, heavy rains and heat waves. Graphics are top-notch and you can communicate with all the townspeople. There are 2 distinct magic systems, mixed combat modes and a fearsome array of enemies.

Strategy, planning and quick thinking are essential to reach the final confrontation in this engaging and unique fantasy.

Moebius fills both sides of two disks and is available for the CBM 64, Amiga, Atari ST and Apple. Prices from £19.99.



## The Black Belt Of Martial Arts Games

 ORIGIN  
SYSTEMS INC.

MICRO PROSE MicroProse Software Ltd, 2 Market Place, Tetbury, Gloucestershire GL8 5DA. Tel: (0666) 54322. Tel: 43422 MPS/UKG

FROM THE ARCADES-A TIGRESS!

# ALTAIR BESERK



**SNK**  
Shin Nihon Kikaku Corp.  
© 1985 SNK ELECTRONICS CORP.

*the name  
of the game*

SPECTRUM  
**£7.95**  
SPECTRUM

COMMODORE  
**£8.95**  
AMSTRAD

Imagine Software Limited · 6 Central Street · Manchester M2 5NS · Tel: 061 834 3939 · Telex: 669977

# ADVENTURE news

Among three future releases announced by Infocom, more of the famous Zork, which sold over one million copies, is promised. Beyond Zork, written by Brian Moriarty, features Infocom's new interface system, in what would appear to be a combination of role-playing and traditional adventure game.

With window displays to show what weapons and tools the player is carrying, and special function keys programmed for fighting battles, the player will start off setting up his own character, in terms of strength and endurance, etc before setting out in search of the fabled Coconut of Quendor.

According to C+VG's source, Beyond Zork will be available for a restricted range of machines, which does not include the C-64.

*Nord and Bert Couldn't Make Head Or Tail Of It* is the unlikely title of a new game from Jeff O'Neill, author of Ballyhoo. Described as a game of word trickery and double meanings, N&BCMHOTOI will consist of eight short stories.

New Infocom storyteller Amy Briggs will be making her debut with *Plundered Hearts*, a 17th century adventure set on a schooner on the high seas. The reading of romance novels, and details of 17th century costumes and ships, has been part of the research undertaken to provide the background for this adventure, in which, it seems, the player will be unable to control her passion.

Beyond Zork is due for release in the USA in October, the other titles, in September. UK release is expected to follow some six to eight weeks later.

The BBC comedy hit, Yes, Prime Minister! is due to pack your computer screens in the next few

weeks. Programmed by Oxford Digital Enterprises, versions for the Spectrum, Amstrad CPC, Commodore 64, and BBC micros will be released by Mosaic Publishing during October, to be followed a month or so later by an Amstrad CPC/PCW disk version.

Combining graphic and text, including icon driven features in a scrolling office, there will be elements of strategy and decision making in the game, which covers a five day period in the life of Jim Hacker. Each day will require a separate load.

A series of completely new scenarios has been devised for the game, and scriptwriter Tony Jay has been keeping an editorial eye on the game's development. A new TV series of Yes, Prime Minister! is also scheduled for late in the year, and the BBC has liaised with Mosaic so that its timing ties in with the release of the game.

The launch promises to be an interesting and amusing event, with a number of real MPs on hand to play the game, and see how they would make out as PM! C+VG will be there!

Very big high-quality adventures are always welcome — and tend to be released every couple of months or so. However this month has seen the appearance of Level 9's Knight Orc coinciding with *The Lurking Horror* from Infocom, and all close on the heels of Stationfall, Bureaucracy, and Guild of Thieves. The trouble is that these games demand far more playing than the average adventure, for a suitable review.

After all, if you're paying £20 or more a throw, you want to know a bit more about them before you decide whether to shell out. Fortunately, they are so play-

able, the extra reviewing comes as a pleasure — it's the reduced time available for writing the review itself, and completing the column that becomes a nightmare!

There was a reappearance of the Helpline on Clive Bull's LBC programme on a recent Sunday afternoon. For the first time, Paul Coppings and I decided to throw caution to the wind, and leave our files of solutions behind, just working from the database printout and memory. And guess what? British Rail decided to carry out maintenance on Paul's line. Paul arrived too late, and there was I with only one half of the memory requirements! And it's funny, isn't it, how the questions that one can't answer always come in runs, leaving an embarrassing sequence of grunts and 'er'still. It was nice to speak to so many who phoned in.

This issue brings the first of the Fiend's 'alternatives' looks at adventures — in the shape of an adjudication over Matthew's *Savage Island* review. To keep him out of harm's way over the next few weeks, I have sent him an unusual budget adventure on which to comment — Inspector Flukell. It has a somewhat 'Sherlock' feel to it, with independent (?) characters who deserve the sharp analysis available only by the Fiend's huge intellect.

Also next month, Matthew and I will be bringing you a complete rundown of what to look out for in Adventure, at this year's PCW Show. C+VG will be out a week or so before the show — so make sure you are not without your copy before coming along to meet us, and all the other people in the adventure world!

The Sarien Encounter comes from the programmers of Kings Quest II and The Black Cauldron and is a humorous tale of action and adventure set in deep space.

It introduces Roger Wilco, sanitation engineer turned space age swash buckler. As luck would have it, Wilco becomes the sole survivor aboard the research ship Arcada and the last hope for his planet, Xenon.

His mission is to search out and destroy the super-sector star generator which has been violently stolen from his vessel, then carry out Arcada's first objective — initiate a new star for his dying planet.

Kings Quest III and Space Quest will be available in July for a wide variety of computers including Apple II series, GS and Macintosh, Amiga, Atari ST, IBM PC series and MS-DOS compatibles. The suggested retail price is \$24.99 for Atari ST and \$29.99 for all other systems.

Activision are releasing two Sierra On Line titles. Sierra has built on enviable reputation in the states for fantasy role playing games, with chart hits such as Kings Quest and The Black Cauldron. The first two titles being released in the UK by Activision are Space Quest and Kings Quest III.

Kings Quest III as the name suggests, is the third in the Kings Quest adventure series that has proved immensely popular Stateside.

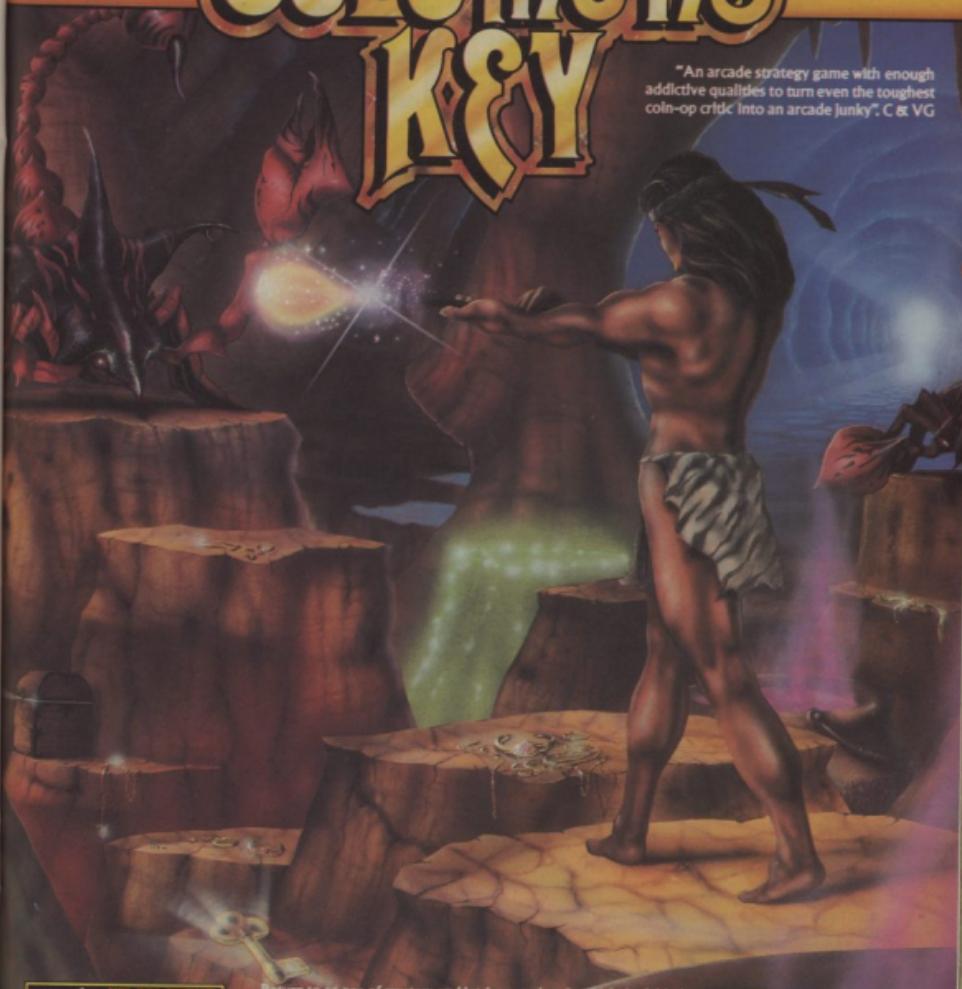
Featuring the 3D animated graphics included in Kings Quest takes place in the kingdom of Daventry. The player must help Gwydion, slave to an evil wizard overcome his servitude and perform brave deeds, sail the seven seas with a band of merry sailors, and come face to face with Medusa and the Abominable Snowman.



UNLOCK THE THRILLS & MYSTERIES OF...

# SOLOMON'S KEY

"An arcade strategy game with enough addictive qualities to turn even the toughest coin-op critic into an arcade junky". C & VG



Return to an age of mystery and intrigue, a place in which the fabled treasure of King Solomon shone brightly with its glorious wealth. Where amongst the network of mysterious rooms lies the next key that will bring you nearer to these fabulous riches. Where amongst the stone pillars and hidden dangers lie mythical creatures that can perpetuate your life long enough to reach your ultimate goal.



CBM 64/128

Cass. £ 9.99 Disk. £ 14.99

ATARI ST £ 19.99



AMSTRAD  
Cass. £ 9.99 Disk. £ 14.99  
SPECTRUM 48/128K £ 8.99



SCREEN SHOTS FROM AMSTRAD VERSION

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

TECMO

# ADVENTURE

## preview

**W**hat is it like struggling to make the grade in the competitive world of adventure software? How does one go about setting up a full-time business, and what are the pitfalls?

Over the past year, Keith Campbell has been following the progress of two adventure enthusiasts who have created Smart Egg software, and reviews their first big game — *Rigel's Revenge*, a budget adventure from Mastertronic.

Nigel Brooks is not only an adventure enthusiast he is a businessman. A couple of years ago, he decided, together with his friend Said Hassan, to write adventures for commercial sale.

As boys, Nigel and Said were friends at a Prep school in Purley, when both their families moved home. It was quite by chance that they met up again at the age of 11, at Brighton College.

Said went on to obtain an A-level in Computer Science, and then spent a year at Hatfield Poly before dropping out and deciding further study was not for him. He got a contract in a telesoftware project at Brighton Poly, developing software for transmission to local schools. At the same time, he was writing educational software on a freelance basis, for Lefts Dairies. But O-level revision subjects on the Beeb and Spectrum are not great money spinners, Said discovered, and so more and more he spent his spare time doing what he enjoyed most — playing adventures.

Meanwhile, Nigel, too, had a Spectrum, and a copy of the *Quill*. He tried out a few ideas using it, and showed the results to Said. Said liked what he saw, but they both agreed that the *Quill* had too regimented an approach. So Said, by now an accomplished machine-code programmer, went ahead and developed his own Adventure system.

Nigel, unemployed, decided to set up in business as an adventure software company. He

looked into the Enterprise Allowances Scheme, and discovered it was possible to get a weekly payment of £40 for a year, plus free counselling. But first he had to demonstrate that he had a sound business idea, and that he could lay his hands on £1000 to support the business, if and when it became necessary.

Nigel being strong on knowledge of adventures, had little difficulty in persuading the powers that be that he knew his subject well enough to make a go of it. He and Said have definite views about adventures, and how they will go about writing them. Preferring text only, they believe that graphics detract from a game unless they are of really high quality.

The *Pawn*'s graphics, they think, as well justified, and although they see the development of Level 9's system as having gone so far in terms of technical expertise, that the system now rules the game. So, accepting the need, commercially, for graphics, Smart Egg's would be 'different'.

But knowledge of the primary subject alone is not enough to run a business, and so when Nigel's proposed company was accepted under the scheme, he took a number of short courses to help with the business side — such as finance and marketing.

Consistency in an adventure is one of the priorities of Smart Egg, and that means objects clearly visible must be supported in the program. Their parser

# RIGEL'S R

accepted two-word input, and they decided to test the mettle of their system by recreating Colossal Cave — with a few variations — on a Spectrum. Their next step would be to upgrade the parser from two to three words, but possibly no further, since they feared that the cost of supporting the extra words to maintain consistency might limit the games themselves.

Although it was not their original intention to publish 'Adventure' (their version of Colossal) they were so pleased with the end result, that they offered it on mail order themselves, at the same time approaching a number of publishers, and sent out review copies. Typical of the replies received was one from Audiogenic, which, perhaps predictably, concluded that the Crowther and Woods game had been done to death. Nevertheless, it expressed an interest in any future adventures the pair might come up with.

More encouraging, however, was the reaction of Mastertronic. Again, none too interested in 'Adventure', Mastertronic was so impressed with the way it performed, they sent Nigel and Said a storyboard to evaluate, with a view to producing the adventure for them.

Good news was soon to follow. Interceptor Software accepted 'Adventure' for publication on their Players budget label, and Mastertronic gave the go-ahead for them to produce *Rigel's Revenge* — the storyboard they had been evaluating. Plans for writing their own adventure, already storyboarded and ready to roll, would have to wait, for here was an opportunity too good to miss. Nigel set off to

visit the two firms, to ascertain projected sales figures

and likely returns, and negotiate the contracts.

When I visited Smart Egg for a progress report, Ross demonstrated his graphics in preview of *Rigel's Revenge*. They were truly impressive in concept. But for Nigel and Said, there was something of a crisis in the air:

The Mastertronic contract deadline for the Spectrum version was two days hence. It was ever so nearly

# REVENGE



to complete the game! Just to unsettle Nigel a little further, he sent him a postcard towards the end of this holiday saving:

phone call elicited a multiplicity of reasons, excuses, and procrastination. Nigel was getting bitter about it. "I begin to see how how people in the computer games business become millionaires — by not paying any royalties!"

It took a lot of chasing, and Nigel really had to make a nuisance of himself, before he got a cheque — for a mere £183. "I know they've sold more copies than that, but they now say their policy is not to pay until they have been paid by the distributor," Nigel has become very knowledgeable about the form different companies' contracts can take, and what to look for in them, as a result of his experiences.

"Can you see the day when you will be able to live on the business?" I asked, knowing that anytime now, the Enterprise scheme allowances would be running out. Nigel was philosophical. "No business can really expect to make a profit in its first year," he said, "it takes time."

Patience and a modest financial investment certainly seems to have paid off for Smart Egg. After a year or so establishing themselves in the Adventure world, things do at last seem to be gathering momentum for them.

## ► REVIEW

- SUPPLIER: MASTERTRONIC/SMART EGG
- MACHINES: SPECTRUM, COMMODORE 64, AMSTRAD AND ATARI
- PRICE CASSETTE £1.99
- REVIEWER: KEITH

The Rigelians war raged. Harper dropped down from the scouts ship. An nearby explosion ripped off his night-vision goggles, plunging him into darkness. Nearby, a man emanated from Elliott, lying mortally injured.

"The Rigelians have a doomsday device. They plan to use it to devastate the planet if they lose the war." He urges Harper to find and destroy the device. He is halfway through telling him how, when he dies . . .

Harper finds the town in ruins, in the grip of war. Shattered glass lies on the ground which once enclosed the town lies everywhere. Rubble, barricades, and broken windows are all around. He sets off in search

"Decided to stay on for another fortnight," He was joking, of course!

It was now mid-May and with "Adventure" on the market for a good few months, the quarterly royalty payment from Interceptor was well overdue. Phone call after

of the device, first, of course, getting anything he can lay his hands on, that might help him in the fast ahead.

The graphics are not merely representations of the locations — they actually contribute to the game. For example, examine a door that has you worried, and you will get a couple of pictures — a distance shot, and a close up of the handle revealing a trap. All instantly displayed, and removed from the screen for the resumption of text play.

The problems are there, and although some take a bit of thinking about (the first one had me worrying for at least five minutes!) none of them are too difficult, and the vocab and alternative commands allowed do not frustrate the solving process.

Some of the replies have a footnote reference to them (shades of Infocom). Type in FOOTNOTE 2, and you will get advice to write to an Adventure Helpline, if you can't solve the problem in hand! The way this is handled is yet another example of what sets the game apart.

Despite its somewhat grim theme, a sense of humour soon becomes apparent, when, for example, Harper gets lost in the desert. There is obviously a clue in the sand that will help get him back to town — but EXAMINE SAND does not give it.

The game has a RAMSAVE and RAMLOAD facility, as well as tape. Despite being non-Quillable, there is so much held in memory, that the adventure comes in two parts, and data must be tape saved to move from one to the other. Once into part 2, however, a restart is possible with that part, without having to reload the saved data.

The character set is very cleanly legible, displayed as white on black, adding to the very professional performance of what must be one of the highest quality budget titles ever! The only thing lacking is its price — at £1.99 it's a snip. If Mastertronics continue to release adventures of this quality at this price, they could well revolutionise the cassette-based adventure market. Go out and buy it!

- VOCABULARY
- ATMOSPHERE
- PERSONAL
- VALUE

CARD	9
HINT	8
GRAPHICS	8
TOOLBOX	10

ready, but Said was booked on an evening flight from Gatwick the following day, for a fortnight's holiday in Yugoslavia. Said worked all through that night — a 25-hour stint in all — and failed

**Ultima II**  
Quest of the Avatar

**MICRO  
PROSE**



# Ultima

JOURNEY THROUGH THE  
LEGENDARY LAND OF



Embark on the greatest epic adventure  
of all time. Ultima IV, the latest sequel in  
the award-winning Ultima saga is now here.

Mondain, Minax and the hellspawns

Exodus have finally been vanquished from  
the lands of Britannia. Peace prevails, but a  
perfect mortal—an Avatar—is sought to  
conquer evil and lead the nation into a  
golden age of prosperity.

With a party of adventurers track evil to  
the furthest reaches. Explore towns and  
dungeons, converse with hundreds of  
characters to glean vital information, and

unravel the mystery of a supreme magic  
system. But, tread carefully as demons,  
dragons and long-dormant acids await  
in many tranquil places.

Strategic use of terrain and weapons is  
essential to survive dangerous combat as  
you journey to the final frontier. Only those  
who have pursued virtue to become an  
Avatar can brave the terrors of the Abyss. In  
this fast fantasy classic the ultimate  
solution lies within.

Ultima IV. Available on disk for the  
CBM 64 and Atari. £19.95.

Please send \_\_\_\_\_ copies of ULTIMA IV Format \_\_\_\_\_  
Name \_\_\_\_\_ Address \_\_\_\_\_  
Postcode \_\_\_\_\_

Which magazine have you cut this coupon from?

Please debit my Access/Visa Card No. \_\_\_\_\_

Expiry Date \_\_\_\_\_

Cheques payable to MICROPROSE SOFTWARE LIMITED. I enclose £1.00 postage & packing.



**ORIGIN  
SYSTEMS INC.**

Each ULTIMA sequel is a complete adventure in itself. For more information write to MicroProse Software Limited, 2 Market Place, TETBURY, Glos. GL8 8DA.



# ADVENTURE round-up

## The Three Musketeers

► SUPPLIER: COMPUTER NOVELS  
► MACHINES: COMMODORE 64/128, CASSETTE  
► PRICE: £9.95  
► REVIEWER: KEITH  
► QUICK-GUIDE RATING: 4

Not so much an adventure as a multiple-choice novel, the story concerns your mission to deliver a letter to England that will prevent the Queen from being discredited by Cardinal Richelieu for giving the Duke of Buckingham some diamonds.

Text narrative alternates between choices and action. These are in most cases displayed sequentially, and selected by pressing RETURN. In some cases, the range is



▲ The Three Musketeers

limited to a choice of two actions, and those presented are rather contrived. For example, when charged with you mission, do you rush off by jumping out of the window, or hurry through the door?

Very little gameplay is somewhat offset by some effective graphics; in most cases digitised from photos.

There is a terrible dirge that accompanies the whole game, but this can easily be turned off, and probably will be.

It is not an orthodox adventure.

## Inferno

► SUPPLIER: VANADIS SOFTWARE  
► MACHINES: BBC DISK  
► PRICE: £14.95 inc P&P, MAIL ORDER FROM: 37 JEUNE STREET, OXFORD  
► REVIEWER: JOHN 'LOONY' YEATES  
► QUICK-GUIDE RATING: 8

Go to hell, say Vanadis Software! You've been dumped in Dante's Inferno, and must get out. Dante's map of Hell is provided, but the scientist who dumped you there says it's out of date. (I didn't know Hell had been redesigned!)

Two flippable 40-track disks sounds like a lot of adventure, until you discover that it's been written with GAC, and it's split into four parts. That means you get pictures (yaay!) but also that the games are smaller.

The graphics are most jolly. I never knew Hell was so colourful! Unfortunately, there doesn't seem to be a way of killing them, despite the fact that GAC supports this feature.

*Inferno* has quite long atmospheric descriptions (maximum 255 characters), vocabulary is adequate, and a list is even provided. It is a pity, though, that you can't SAY (answer) but have to ANSWER (answer). The text at the start of part one suffers badly from typos; another bad point is that some commands simply have no

response whatsoever. And there is a bug in part two — do not press COPY.

With a few humorous moments, on the whole *Inferno* is one of those SERIOUS adventures.

## Dusk over Elfinton

► SUPPLIER: VIDEO GAMES  
► MACHINE: SPECTRUM 48K, CASSETTE  
► PRICE: £2.95; MAIL ORDER FROM 1 GLANWYFDD HOUSE, RHOSAWHAN, AWWANFORD, SA18 1DP  
► REVIEWER: MATTHEW  
► QUICK-GUIDE RATING: 6

Walking down a quiet alleyway, your eye catches the reflection of the moon on a broken mirror. On closer inspection, a ghostly apparition is seen, which beckons you into another world.

It all starts off in a library, and from here you venture into numerous Quilled locations. A two-part game, the first involves the retrieval of an orb, whilst in the second you continue adventuring around Elfinton.

The problems entwined in the game are often quite hard, but not too difficult. The vocabulary is fairly standard and there is no real trouble in trying to find the correct phrase required.

Not exactly my cup of tea, but a good problem solving exercise.

## Treasure Island

► SUPPLIER: MASTERTRONIC  
► MACHINES: COMMODORE 64/128, CASSETTE  
► PRICE: £1.99  
► REVIEWER: KEITH  
► QUICK-GUIDE RATING: 2

I suppose this could be called an adventure, since it involves text input, but is very strange, and not very playable. To start with, play is in real time. Movement is by walking in a set direction.

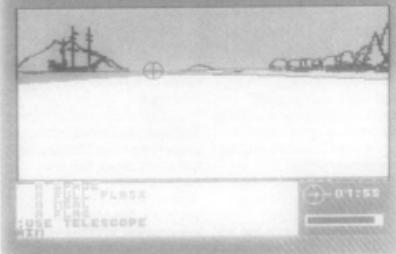
Vocabulary is fairly minimal, as are the text replies, and often, entering a direction such as NORTH, which I reckoned would turn me the right way before WALKING, met with a "which way's that?"

A TELESCOPE command puts a cross-hair on the screen, which can be aimed at anything in view for a graphic magnification. Well, anything that is in the same horizontal plane as the cross hairs, for they can only be moved left and right.

Pictures can be turned off, in which case if seems you are almost playing in the dark, for WALK brings no response at all.

The inlay expands, and has comprehensive instructions, but sadly that telescope is needed to read them!

Treasure Island ▼



# New York's Scum Are About To Take Over

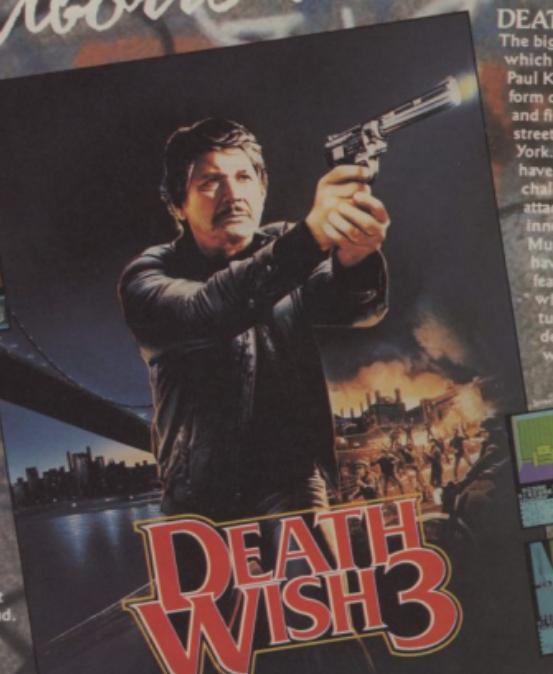


Strap on your famous 475 WILDEY MAGNUM, turn yourself into a one man fighting force armed with pump action shotgun, machine gun and rocket launcher. Now turn the tables on the punks and creeps who certainly know how to dish out the violence but may not be so good at being on the receiving end.

SPECTRUM 48/128K  
Cassette £7.99

MSX Cassette £7.99

CBM 64/128 & AMSTRAD  
Cassette £9.99 Disk £14.99



## DEATH WISH 3 .....

The big screen classic, in which modern day vigilante Paul Kersey wrecks his own form of revenge on the scum and filth that terrorise the streets of modern day New York. For too long the gangs have run wild, unchallenged in their peverted attacks and violations of innocent citizens. Muggings and robberies have become a daily feature of city life. So when the chief of police turns a blind eye you decide to take over where the law left off.



It's Down To You To Stop  
Them... You Are Bronson

Gremlin Graphics Software Limited, Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423

GREMLIN

© 1986 Cannon Productions NV

# ADVENTURE reviews

► SUPPLIER: RAINBIRD/LEVEL 9  
 ► MACHINE: COMMODORE 64, ATARI 800, AMSTRAD CPC, AMSTRAD PCW/PCP, ATARI ST and AMIGA  
 ► PRICE: £14.95 (cass + disc) ST AND AMIGA/£19.99

► REVIEWER: KEITH

A band of orcs, cornered in the cellar of the Orcs Head Tavern, has challenged Sir Cecil to a Fight of Champions. Under the rules of the contest, provided their own Champion remains behind to fight, the rest may leave. And flee they do, leaving you, Grindleguts, the most drunken of the bunch, to the tender mercies of the joust. Just to make sure you enter the spirit of the thing, and don't escape or fall off your steed, they have tied you to it!

Meanwhile, with the Orcs Head Tavern Ladies' Bowling Team in hot pursuit, the band of orcs demolish the bridge spanning the chasm leading to Orcs Head Tower. Your job in Part One is to make a rope long enough to get across the chasm — and that's a lot of rope, believe me!

*Knight* Orc is a single game in three parts, and the first part is really provided to help the player explore the way the new adventure system works. Parts Two and Three are the real guts of the adventure, in which you learn to use magical spells, recruit followers, and escape.

To be successful, you must act like an orc. So what are orcs really like? According to the manual, they are pungent people of elvish stature, with the charisma of blow flies and the appetite of gannets. They are particularly cowardly, too. In the game it usually pays to run like hell.

The orc philosophy, in a nutshell, 'disgusting is beautiful', runs throughout the game, and provides much of the humour. EXAMINE URUK, for example, produces information that he is a trollish creature of great pungency,

and those familiar with the habits of the Unuk-hai, pronounce the word by gathering a mass of phlegm and gobbling it as far as possible!

But back to the plot. The joust over, and given up for dead, you crawl out of a comfortable pile of garbage, to go in search of anything that will join together to make an extended rope. Like the halcyon on the flagpost, the hawser in the well — even the very robe the hermit is wearing and a bit of cord supporting the lid of a chest.

series of directional commands to get to a particular destination. If you type GO TO CASTLE then all the replies you would have received in typing in each move separately, are displayed, until either you reach the castle, or can go no further due to some obstruction. Alternatively, you can RUN TO CASTLE, and merely arrive there, or even ask someone else to go and carry out whatever chore you have in mind, whilst you get on with something else. Mind you, that's not to say they will

co-operate, for some of them have a decidedly stubborn streak. In fact, Denzil is the only controllable character in the first part.

Not all versions have graphics but the bigger machines do.

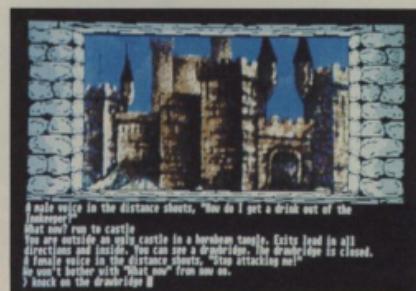
In Part 2, things become very strange, for two parallel worlds exist — the ancient and the modern — both extremely similar yet intriguingly different.

With the game comes a 36-page manual containing full instructions, and a novella. I can usually take or

## KNIGHT ORC

The countryside is scattered with an amazing amount of gold treasures — not the objects of your attention in this game, except insofar as they may help to distract the local population who are thirsting for a drop of orc's blood. There are plenty of them, too, like Boadicea, Odin, Musclemen, The Liquidiser, Kris and Denzil.

Movement is through normal direction commands, but, unless you prefer to, there is no need to painstakingly make a map, or to issue a



A male voice in the distance shouts, "How do I get a drink out of the 'lubberous'?"  
 What now? Run to castle  
 What now? You're in a basement. Exit lead north, west and east directly and outside. You can see a drawbridge. What now? A female voice in the distance shouts, "Stop attacking me!"  
 Do you 't better with "What now" from you er.  
 ? Knock on the drawbridge B



You are on an east-west road. To the west is a large bridge. Exits lead north, northeast, east, south, southeast, southwest and west. You can see the troll and a long strip of driftwood.  
 ? go south  
 ? go north and see on a bank at the eastern side of a north-south river. Exits lead north, northeast, east, south, southeast, southwest, west and northwest.  
 ? jump in river B

leave a novella. So often they consist of so much contrived drivel to lend a degree of credibility to the game plot. But The Sign of the Orc is really amusing, and is a good read in its own right. It really is useful, too, for the game starts where the story ends, and so you feel you know many of the characters when you start playing.

Here is an adventure that is like nothing you've ever played before.

- VOCABULARY
- ATMOSPHERE
- PERSONAL
- VALUE



- SUPPLIER: ACTIVISION/INFOCOM
- MACHINES: COMMODORE 64/128, ATARI XL/XE, AMSTRAD PCW + CPC, ATARI ST and AMIGA.
- PRICE: CBM, ATARI, AMSTRAD/£24.99; ST, AMIGA/£29.99
- REVIEWER: KEITH

**On a cold winter's night,** with a blizzard raging outside, you find yourself trapped in the computer building of the George Underwood Edwards Institute of Technology. Never mind, you have an assignment to get finished by tomorrow, there is only one other student using the computer terminals, so now is the time to get on with it.

You log into the system, edit the paper on which you are working, but instead, some very strange text fills the screen. Mesmerised by its nightmarish quality, you faint. When you come round, you find yourself clutching a cool, smooth stone with some weird markings on it.

Your colleague, a hacker if ever there was one, comes over to see if you are all right. He diagnoses that your life server has been corrupted and somehow entangled with that of the Alchemy department.

So you head for Alchemy but, with most of the college buildings locked up for the night, your route takes you down into the basements and tunnels that link the various buildings of the campus. Students have been warned not to venture into these parts, for they are old and decrepit, being part of the original buildings that once stood on the site, and held to be dangerous. It soon becomes apparent that something very nasty is going on down there ...

The first hint that anything is amiss comes when you reach the Aero building, and start to traverse the so-called 'Infinite corridor' to Alchemy. A maintenance man is riding a floor waver, and is

# LURKING HORROR

determined not to let you pass. But is he really a maintenance man? Come to that, is he really a man? A cold shiver runs down your spine as he disintegrates, and turns into dozens of squeaking little creatures who disappear at great speed down the corridor.

Before long you have forgotten about your assignment, and become

hell-bent on putting a stop to what seems to be a take-over of the college by an evil life-force.

Very much in the style of a modern horror movie, this is an Infocom shocker from Dave Lebling, whose graphic text makes graphics redundant. It will leave you, more than once, feeling slightly queasy and decidedly uneasy.

I put *The Lurking Horror* on the same level as *Stationfall*, although, preferring science-fiction to horror, purely as a matter of personal taste, I found this slightly less enthralling. If you are into horror, and into adventures, get into *The Lurking Horror*.

- VOCABULARY 9
- ATMOSPHERE 10
- PERSONAL 9
- VALUE 9



# TRANSE

## THE LAST STORM TROOPER

The order of the solar system  
as kept for thousands of years  
by the people of Zybor was coming  
apart. Growing dissatisfaction in outlying  
planet bodies led to a race as technological achievements reached greater heights.

Zybor reacted to the only way left to it whilst the technological advantage remained in its hands. And so Transe was brought  
from out of the ranks of the warhounds force scattered amongst the alien  
planets bodies. Its crew were perfect his mission was simple, to lead  
a band of outlaw mercenaries and smash the growing power of the New World NEBULIONE before  
its atomic threat turned into an awesome catastrophe of conflict. But the Preditions were not  
unprepared and when on return from a reconnaissance scouting, Transe found the

remains of his underlings force scattered amongst the alien  
Landscape along with the remains of his own crew.

Let the halo and rage surge through his body and  
within the ice cold compartment of his mind, he  
recapitulated the burdens that now lay with  
him, that all new depended on he

- Transe, the Last  
Stormtrooper.

SPECTRUM +3 £12.99  
SPECTRUM 48/128K £8.99  
AMSTRAD TAPE £9.99 DISK £14.99  
CBM 64/128 TAPE £9.99 DISK £11.99

Coming soon on Atari ST £19.99



Screen shot from Amstrad version.



Screen shot from Spectrum version.

Units 2-3, Holford Way, Holford, Birmingham B6 7AX Tel: 021 356 3388

TOMORROW'S SOFTWARE TODAY

probe

# ADVENTURE

## The Fiend...

"Did you read the mailbag pages (July) and Frank Gilbert's wonderful little letter?" asks Mike Thomas. "Dear me, he must be rather short sighted if he can't see that yours is THE adventure column! A curse on him for his nasty scribblings!"

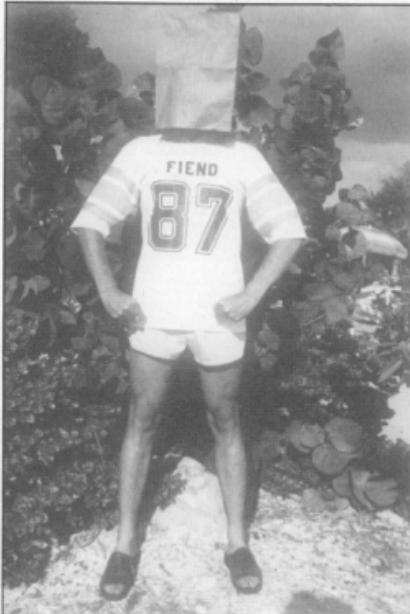
Yes, Mike, I noticed alright. But I didn't worry too much. The editor digs out letters like this every now and again as a pre-emptive move when he gets an instinctive feeling that I am about to ask for a raise!

The Adventure pages in C+VG are a forum for adventurers' views, and over the years a number of the more longwinded readers have become household names to regular readers of the column. One such, renowned for his loony letters, is John Yeates, a native of Jersey, and an avid follower of *Pilmania* in its time.

John still writes, in fact he wrote a review a couple of months back. "But where did it go?" many readers have asked. Having seen it mentioned in the Helpline, no one could find the actual review, and were keen to see what John would come up with when put to the test. Unfortunately, it didn't make it into the available space. Because the game concerned was a more minor appeal than the others that month, it was consigned to that great pile labelled 'overmatter'. But don't worry — John will be back!

Another who has graced these pages is the ultra anonymous *Faringdon Fiend*. No — we REALLY don't know who he is! But his cutting comments are now being cunningly and constructively diverted away from yours truly.

Ray Fearnley of Heydon, recently wrote taking young Matthew to task over his review of *Savage Island Part I*. Ray felt that Matthew, finding it too difficult to get very far, gave up too soon and thus



### ▲ THE FIEND IS REVEALED!!

gave an excellent game a bad rating. So I passed Ray's comments, along with a copy of the game, to the *Fiend*, and waited for the verdict to pour out.

One thing can be gathered from the *Fiend's* analysis. The game has lost a lot in conversion from the TRS-80 to the Spectrum.

It also seems to have gained something — bugs! Bugs of the sort that seem to have been created by someone converting the original work, without a sufficiently intimate knowledge of the subtleties of the plot.

So someone has written a letter of complaint. Hal! The *Fiend LIKES* letters of complaint. I should, as I write enough of them myself. So it was with professional interest that I read what Ray had to say about Matt's review of *Savage Island Part I*. Hmm. It appeared that he didn't quite agree with Matt's appraisal.

So loading up old faithful, *The Fiend* set out to discover what all the fuss was about. And I would like to say right at the start that I found the game so simple that I completed it within the first hour!

I would like to say this, but I can't, as it isn't, and I didn't! But us *Fiends* are nothing if not stubborn, and turning the full force of my megabrain in its direction, I eventually overcame, finally completing the game with bandanna waving proudly in the breeze. This breeze was the residue of Hurricane Alexis, so beloved of Matt.

So, faithful *Fiend* fans, who was right, complainer or complaine? The case for the prosecution has some merit, as the logical sequence of the problem is well thought out, and if Matt really hadn't fixed the beer/hurricane problem, then he wasn't overly far into the game.

However, *The Fiend* has noticed that most of you humans are not blessed with the tenacity of a *Fiend*, nor the brainpower for that matter, and I suspect that many a poor mortal would be reduced to a gibbering frantic heap by this game!

In my humble opinion (not that I am ever humble!) Matt got it right! This may have been a biffle game in 1981, but it pales in comparison with... ah, but that would be telling, wouldn't it?

User friendly game this is not! Time after time I found myself inputting verbs with the first letter missing because the program decreed, for reasons best known to itself, that I should press ENTER before continuing. And as for that GET ALL command, by all that is fiendish why does the stupid thing insist on trying to pick up narrow crevasses and dark openings, particularly when each try moves the hurricane nearer?

Had parts one and two been packaged together at \$7.95, then despite all that I have said, I would have no reservations in recommending it as real value for money. But as it stands, this is one for Scott Adams freaks and software historians.

# MUSIC BY MAIL

- SOFTWARE -  
DEPARTMENT

P.O. BOX 14, BUTTS GREEN RD. HORNCHURCH, ESSEX, RM11 1HT.

# OPENING OFFER

## SPECTRUM

## COMM 64

## AMSTRAD

## ELECTRON

TITLE	PRICE	TITLE	PRICE	TITLE	PRICE	TITLE	PRICE
WORLD CUP FOOTBALL	1.65	GOLF	1.65	ON THE OCHE (DARTS)	1.65	GOLF	1.65
ON THE OCHE (DARTS)	1.65	TITANIC	1.65	LEAP FROG	1.65	STARSHIP COMMAND	2.50
SNOKER	1.65	AH CONDOR	1.65	CODE NAME MATT	1.65	PENGU	2.50
GOLF	1.65	WORLD CUP FOOTBALL	1.65	SHADOW FIRE	1.65	3D MAZE	2.50
SPRINT CHESS	1.65	JOHN REB II	1.65	ROLAND GOES DANCING	1.65	PEGS	2.50
VIDEO POOL	1.65	TORNADO LOW LEVEL	1.65	ALIEN INVADERS	1.65	POWER HANDMAN	2.50
CASINO ROYALE	1.65	LOVERS OF MIDNIGHT	1.65	ANNA SMASHER	1.65	RIG ATTACK	2.50
STARSHIP ENTERPRISE	1.65	RIVER RESCUE	1.65	JEMS OF STRADUS	1.65	ALPHATRON	2.50
ARCADE ACTION	1.65	PISTRON	1.65	SPACE HAWKS	1.65	UK PM	2.50
CASE JONES	1.65	SPIDER WOLF	1.65	CRAZY GOLF	1.65	WEIRD ZONE	2.50
TITANIC	1.65	SPY'S DEMISE	1.65	LEADER WARP	1.65	BOUNCING BOMBS	2.50
BLUE MAX	1.65	TWIN KINGDOM VALLEY	1.65	ASTRO ATTACK	1.65	GOALS TO SOCCER	2.50
SNOKER	1.65	PSL WARRIOR	1.65	BLAZER	1.65	GRUNSMOKE	2.75
TIR NA NOG	1.65	A VIEW TO A KILL	2.75	LUCKY FRUITS	1.65	SUPER POOL	2.75
UNDERWORLD	1.65	CODE NAME MATT II	2.75	WARLORD	1.65	STRATO BOMBER	2.75
ENIGMA FORCE	1.65	TURBO 64	2.75	SPECIAL OPERATIONS	1.65	HYPERRIVE	2.75
A VIEW TO A KILL	2.75	PILOT II	2.75	GEOFF CAPESTRON STRONG MAN	1.65	CAPOVERDELLA	2.75
CODE NAME MATT II	2.75	SUPERMAN	2.75	SUPERMAN	1.65	INVADERS	2.75
SUPERMAN	2.75	JET SET WILLIE	2.75	SPUR PERSONALITIES	1.65	3D BOMB ALLEY	2.75
SABRE WOLF	2.75	NEXUS	2.75	GLADIATORS	1.65	BLITZKRIEG	2.75
INTERNATIONAL KARATE	2.75	BROAD STREET	2.75	HERCULES STAR	1.65	TALES OF ARABIAN NIGHTS	2.75
EUREKA	2.75	FRANKE GOES TO HOLLYWOOD	2.75	HERBERT'S DUMMY RUN	2.75	CYCLON INVASION	2.75
BROAD STREET	2.75	ENIGMA FORCE	2.75	CHOPPER SQUAD	2.75	SPACE CAVERNS	2.75
WHAT'S ON WANT	2.75	BEACH HEAD	3.75	STAR COMMANDO	2.75	BOZO THE BRAVE	2.75
PISTRON	2.75	ON COURT FOOTBALL	3.75	HUNCHBACK	2.75	THEATRE QUE (2 TAPES)	2.75
Mr. PACMAN	2.75	WORLD SERIES BASEBALL	3.75	HUMAN RUNNER	2.75	CRIME & DETECTIN (2 TAPES)	2.75
ENDURO	2.75	COMBAT LYNX	3.75	MAN IN MINER	2.75	MUSIC QUIZ (2 TAPES)	2.75
MIND SHADOW	3.75	GHOSTBUSTERS	3.75	ALIEN	2.75	SCIENCE QUIZ (2 TAPES)	2.75
SPACE SHUTTLE	3.75	LITTLE COMPUTER PEOPLE	3.75	BOUNTY BOB STRIKES BACK	2.75	ROYAL QUIZ (2 TAPES)	2.75
FRANKIE GOES TO HOLLYWOOD	3.75	BRUCE LEE	3.75	FRIDAY THE 13TH	2.75	I DO (2 TAPES)	2.75
LOST IN THE MIDNIGHT	3.75	TOUR DE FRANCE	3.75	THE END OF THE LAMPS	2.75	DATING GAME (2 TAPES)	2.75
PACMAN	3.75	DAVID LIMPSON DECATHLON	4.25	KAISER	2.75	BEST OF (2 TAPES)	2.75
PITFALL	3.75	MILLBLAZER	4.25	AMERICAN FOOTBALL	3.75	ENGLISH (TAPES)	2.75
THE YOUNG ONES	3.75	DEUX EX MACHINA	4.25	MUTANT MONTY	3.75	ROBOTRON	2.75
SKY FOX	3.75	MERMAID MADNESS	4.25	WINTER SPORTS	3.75	HEATHROW	3.75
HACKER	4.25	BLUE MAX	4.95	COMBAT LYNX	3.75	ZANY KONG JNR.	3.75
GHOSTBUSTERS	4.25	TRAIL BLAZER	4.95	INTERNATIONAL KARATE	3.75	HEATHROW ATC	3.75
BALLOON POD	4.25	LIGHT FORCE	4.95	DEACTIVATORS	3.75	OVERDRIVE	3.75
GO TO HELL	4.25	SKY RUNNER	4.95	LIGHT FORCE	4.95	SPACES N' GRAB	3.75
DEACTIVATORS	4.25	PITFALL II	4.95	IT'S A KNOCKOUT	4.95		
WINTER SPORTS	4.25	DONKEY KONG	5.75	AVENGER	4.95		
MATCH POINT	4.95	DIG DUG	5.75	BOBBY BEARING	4.95		
LIGHT FORCE	4.95	MINESWEEPER	5.75	SPIDER	5.75		
TRAIL BLAZER	4.95	CLUEDO	5.75	BACK TO THE FUTURE	5.75		
ORBIT	4.95	ARKANOID	5.75	INTERNATIONAL KARATE	5.75		
COMBAT LYNX	5.75	PRESIDENT	7.95	DEACTIVATORS	5.75		
PAPER BOY	5.95	HEADCOACH	7.95	LIGHT FORCE	4.95		
GOON (KONAMI)	5.95	MARBLE MADNESS	7.95	IT'S A KNOCKOUT	4.95		
BOMB JACK 2	5.95	THEY SOLD A MILLION	7.95	AVENGER	4.95		
ARKANOID	5.95	LEADER BOARD (GOLF)	7.95	MUTANT MONTY	4.95		
PRESIDENT	6.95	INFILTRATOR	7.95	WINTER SPORTS	4.95		
HEADCOACH	6.95	SPIDER	7.95	COMBAT LYNX	4.95		
TARZAN	6.95	KONAMI COIN OP HITS	7.95	INTERNATIONAL KARATE	4.95		
CAT TRAP	6.95	PAPER BOY	7.95	DEACTIVATORS	4.95		
GAUNTLET	6.95	GAUNTLET	7.95	BOBBY BEARING	4.95		
FISH	6.95	TARZAN	7.95	SPIDER	4.95		
10TH FRAME	6.95	BOMB JACK 2	7.95	BACK TO THE FUTURE	5.75		
THEY SOLD A MILLION	7.95	SPACE HARRIER	7.95	INTERNATIONAL KARATE	5.75		
THEY SOLD A MILLION II	7.95	WORLD GAMES	7.95	DEACTIVATORS	5.75		
THEY SOLD A MILLION III	7.95	PICTURES	7.95	IT'S A KNOCKOUT	4.95		
KONAMI COIN OF HITS	7.95	CHAMP'SHIP WRESTLING	7.95	AVENGER	4.95		
LEADER BOARD	7.95	10TH FRAME	7.95	MUTANT MONTY	4.95		
SPACE HARRIER	7.95	PRESIDENT (DISC)	12.95	WINTER SPORTS	4.95		
		HEADCOACH (DISC)	12.95	COMBAT LYNX	4.95		

## NEW ARRIVALS

### AMSTRAD

### AMSTRAD

### C64

### SPECTRUM

ARNHEN

SPINDOZZY

FA CUP FOOTBALL

INT. RUGBY

THING ON A SPRING

STEVE DAIS SNOKER

KUNG FU MASTER

ZEEDS

MONTY ON THE RUN

NIGHT GUNNER

FIGHTER PILOT (Disc)

SKYRUNNER

GHOSTBUSTERS

LOAD OF THE RINGS

KONAMI RIFT

SKYRUNNER

FAIRLIGHT

TIME TUNNEL

TIME TUNNEL

SKYRUNNER

KUNG FU MASTER

FIGHT NIGHT

DAMBUSTERS

MAX HEADROOM

BATMAN

ZAP SIZZLERS

MAX HEADROOM

SUPERLEITH

V

BIGGLES

SPIDERLEITH

FIGHTING WARRIOR

J REB II

LORD OF THE RINGS

SPIDERLEITH

SPIDERLEITH

SHOGUN

GRAHAM GOOD CRICKET (Disc)

SPIDERLEITH

SPIDERLEITH

RED ARROW

DAMBUSTERS

SPIDERLEITH

SPIDERLEITH

ALL PRICES INCLUDE VAT & DELIVERY

2.50

PLEASE MAKE CHEQUES OR POSTAL ORDERS PAYABLE TO - MUSIC BY MAIL -

# The Ultimate Golf Challenge

## World Class

- Full scoreboard printout.
- Course Editor allows you to arrange any of the holes from all four courses to form your own personal 18 hole golf course. (Disk)
- More trees (upto 192 per hole), traps and rough.
- Practice putting green and driving range.
- Improved graphics and playability increase difficulty and add realism.



- Arial view gives you a bird's eye view of the course and your position.
- One to four players can compete in MEDAL, MATCHPLAY and BETTER BALL competitions.
- Realistic choice of club, distance, type of shot (hook, slice or putting).
- Unlimited backups of World Class Leaderboard can be made for your archives. (Disk)

G.S. Gold proudly present the final challenge in the Leaderboard series - World Class Leaderboard - the ultimate test of your skill and judgement, the unparalleled successor to Leaderboard and Leaderboard Executive. Now you have the opportunity to play the same courses that have challenged golf's greatest legends, three famous and classic 18 hole golf courses in which each hole is authentically reproduced for distance, traps, trees and water hazards.



**The Gauntlet** - designed to create the greatest test of a golfer's true skills and abilities. Few courses combine such a searching trial of accuracy and courage, harrowing and perilous in the extreme.

• St Andrews • Doral Country Club • Cypress Creek  
And the fourth, the "Gauntlet Country Club" has been specifically designed for the "World Class Leaderboard" challenge - only those who have tested the testing conditions of the best golf courses in the world will come near to mastering "The Gauntlet".

Whether at novice, amateur or professional levels, "World Class Leaderboard" will challenge you with the same demanding strategy, skill and decision making options set by its real life counterpart.

### EUROPEAN COMPUTER GOLF CHAMPION 1987

In honour of the outstanding excellence of this, the ultimate golf game, G.S. Gold has organised a competition to find the European Computer Golf Champion of 1987. In every World Class Leaderboard game there is a scoreboard. Practice your skills, test yourself against the computer and then compete on the Ultimate course - The Gauntlet. Record your best score, have it verified by an independent witness and send it to G.S. Gold. Novice, Amateur and Professional categories available for each:-  
Professional: a full set of Ping golf clubs - "the ultimate club in the world."  
Amateur: a full set of Galagher golf clubs - a superb aid in improving your game.  
Novice: 10 free entries to compete with the "teaching professionals" of your local golf club.  
When all entries have been received - closing date 31st September 1987 - the top four players will be invited to a central venue to play-off for the title European Computer Golf Champion 1987 and receive their trophies and prizes.



screen shots from CBM 64/128 version

CBM 64/128 £9.99 TAPE £14.99 DISK  
AMSTRAD £9.99 TAPE £14.99 DISK  
SPECTRUM 48/128K £8.99 TAPE  
SPECTRUM +3 £12.99 DISK

**ACCESS**

G.S. Gold Ltd., Units 2/3 Holiford Way, Holiford, Birmingham B6 7AX. Tel: 021 356 3388.





# MASTER



THE ULTIMATE GAME ON PLANET EARTH

Calling all space cadets! Here's YOUR chance to become C+VG's Master Blaster — thanks to LJN Toys and Nexus. We've got a crate load of the amazing Photon laser games up for grabs — just like the well wicked gear worn by the spaced out C+VG reader on this page!

Laser gun games are all the rage this summer — so if you want to be the most talked about person in your street you won't want to miss out on this chance to win some of the best phaser-gear around.

The Photon system has features not found in other laser gun outfits. The guns are interactive — which means you aren't limited to firing at a simple target if you've got a friend with another Photon gun. That also means that you don't have to buy all the helmets and add-ons to play — especially as we're GIVING away complete sets of gear! All that and the guns actually turn themselves off — saving battery power — if you leave them lying around for a while, just the thing for absent minded zappers.

First prize winner will get the incredible Photon "double warrior" set which includes two special Photon helmets, two Photon guns plus a whole bunch of accessories essential for the complete enjoyment of a Photon session.

Two runners up will get the Photon "solo warrior" set — each comes with a red or green helmet plus the Photon gun and accessories.

What do you have to do to win one of these truly awesome prizes? Simple. Just look at the completely naked Photon helmet on this page and imagine just how YOU'D like it to be decorated. How about a bit of street-cred graffiti? Or why not try the ALIEN battered and bruised look? Whatever you fancy.

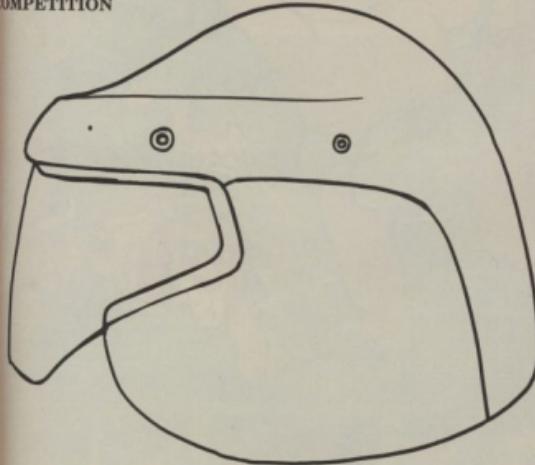
Once you've worked out your design, transfer it to the special blank C+VG Photon helmet and send it, together with the coupon, to *Computer and Video Games*, Master Blaster Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is September 16th.



# BLASTER!



C+VG/LJN TOYS/NEXUS PHOTON  
COMPETITION



Name \_\_\_\_\_

Address \_\_\_\_\_

Age \_\_\_\_\_

THE ULTIMATE GAME ON PLANÉT EARTH™

PHOTON™

MORE FUN THAN A BARREL FULL OF MONKEYS

# JACK IN COCONUT CAPERS

## THE NIPPER... II

Help! Stop! The country has had enough, no more can it take of the devilish pranks and obnoxious behaviour of darling little Jack. Off to a land where many of your kind were banished long before. Off to Australia Jack you must go!

"I don't like your stinking climate anyway. You 'cough' splatter... igs. There's plenty of places just waiting for me. Ha!" bluffed Jack defiantly.

On the ground, in the air, you can't keep a mischief maker out of trouble and with all those pretty hostesses around... well what do you expect?



Gremlin Graphics Software Ltd.  
Alpha House, 10 Carver Street, Sheffield S1 4PF  
Tel: (0742) 753423

Capers the full excitement of Jack and his jungle capers with this super full colour wall poster. Only £9.99 plus post and packing included. Order form in the game.



CBM 64/128  
Cassette £9.99 Disk £14.99



SPECTRUM 48/128K  
Cassette £7.99



AMSTRAD  
Cassette £9.99 Disk £14.99

# Rock On

To begin with this month I would like to thank all the readers out there who wrote in and suggested the page. It just goes to show that a lot of people out there have other interests apart from playing computer games 24 hours a day. In fact one person who wrote in has managed to combine both music and computer games to great effect.

The person in question likes to listen to Drokken at full volume whilst blowing aliens away in games like Elite and Slap Fight. He reckons that the music increases his performance and puts him more in the mood by keeping him on edge. If you decide to try out the combination of sound and shoot 'em up, write in and let me know the results. I'll send a couple of albums to the people who have the funniest results.

Right, we'll move onto the music quiz in the July issue. It came as no great surprise to me that 99.9% of the people who wrote in and answered the question got it right. In fact there was only one wrong answer and boy was it wrong!!! The question I set was "Who is the bassist in Motorhead?" and the answer is of course Lemmy Kilmister. Being a kind hearted soul I would have taken Lemmy as well. However, one poor soul wrote Wuzzle if Lemmy finds out I don't think he'd be too pleased!!!!

Anyway the lucky winners of the albums are: Catherine Hughes of Gwent, R. Proctor of Brighton, Diane Fisher of Harwich, Harry Black of London and P. Osborne of Bradford.

Well with that out of my system I'd better get on with reviewing this months selection of albums, which all have at least one thing in common: they are all debut albums.

## STATETROOPER / UNDER ONE FLAG

When Gary Barden resigned his position as vocalist in the Michael Schenker Group, he moved around a bit from band to band until finally decided to form a band of his own. Statetrooper is the result.

In Statetrooper he has gathered together a group of accomplished musicians who produce a very capable form of Heavy Metal M.D.R. rock. They have taken the all tricks of the

**Kerrang! Yeah it's Wayne Bootleg, the thrash wizard, bringing you the latest and greatest metal releases. This issue we look at a great new indie band Fields of Nephilim and an essential new Thrash release. Play it loud!**

trade and put them on this album. The album has a freshness, with a clean sound which purposely becomes ragged at the edges. At times the sound reminded me of early Dio but then the music would quickly change into a pseudo Sabaton type blast. They have a combination of sounds which they use to good effect. This is one of the rare bands which can carry off a ballad as well as a real rocker.

When I read that lead guitarist Martin Bushell had left the ranks, I wondered where they would find someone of his quality to fill the obvious void that he left. However, when I found out that Brian Robbo Robertson, Thin Lizzy, Motorhead and Wild Horses, had taken his place I was very pleased. If anyone can fill Bushell's shoes Robbo can. It is easy enough to see why he joined as Barden's vocals will complement robbo's guitar playing style and musically this band is ideally suited for him.

**Statetrooper** is the band's debut album and it is a nice one

to get started with. Tracks like 'The Shape Of Things To Come' which kicks off the album and "She's Got the look" sets out the band's stall. However, my favourites are the closing two tracks, which incidentally are both recorded live, "Too Late" and a tremendous version of the Michael Schenker Group's "Armed And Ready".

## DEATH / SCREAM BLOODY GORE UNDER ONE FLAG

This band has been around the thrash metal scene for quite a while . . . but in many various forms. In fact they have had more band changes than I have had hot dinners, so I won't go into all the different versions of the many line ups they have had in the past! However, it will suffice to say that lead guitarist and vocalist, Chuck Schuldiner, was one of the original founders of the band, has now put together a great trio, which consists of himself plus John Hand on rhythm guitar and Chris Riepert on stix.

This is Death's debut album and in my mind it is an instant classic. There are many Thrash bands around at the moment but there are only a few REALLY GOOD Thrash bands. Death fall in the latter category. This album is vicious and nasty. It puts most of the punch han Mike Tyson! The album is classy, classic thrash with shrieking shots of short, bursting guitar plus savage vocals. Producer Randy Burns has obtained the perfect Thrash sound and atmosphere. The tracks seem to mould into one another and it seems like that there are no breaks at all. Listen to *Denial of Life*, *Sacrificial* and the brilliant *Mutilation* and see what I mean.

I don't know how they are going to beat this with their next recording as they have set a very high standard with this first album. Even the cover is excellent, probably the best I've seen this year.

An essential Thrash buy!

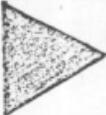
## FIELDS OF NEPHILIM / DAWNRazor / SITUATION TWO

I make no apologies for reviewing an 'indie' band which owes much more to Punk than rock. In fact I have received a lot of mail asking me to review more "alternative" and indie material. This is yet another debut album and like the others band reviewed on this page, the band has played out of their skin.

It is inevitable that critics will compare this band to the now defunct Sisters Of Mercy. Whilst it is true that they have the same general sound and lead singers vocal sound slightly like the Sisters' old vocalist Andrew Eldritch, the band do have a more macabre sound. Put together with the use of pieces of tape from "Nightmare On Elm Street" as overdubs gives the band a much more sinister and horrific aspect. Also Nephilim have a distinct organ sound in their line up which greatly enhances their musical capacity. The band will be probably be branded as "Goths" for their use of dry ice and black clothes. In fact, I think they owe more to the style of Mad Max than the Goths!!

I really do like the sound that they have come up with. It is given full airing in Preacher





*Man and in the scary, haunting Reanimator where you can imagine a body screaming the lyrics "Reanimate me, REANIMATE ME NOW!!". Really effective stuff.*

When the Sisters split up I was looking for a band to fill the void they left behind. Wayne Basses and Craig Adams formed the Sisters of Steel session, which are far too commercial for my tastes, whilst Andrew Eldritch formed the unorthodox but excellent Sisterhood, that seem to release a record once a decade. Now *The Fields Of Nephilim* are here and the void has now been filled.

#### **GEISHA/ PHANTASMAGORIA/ HEAVY METAL WORLDWIDE**

Geisha are a quartet of Danish glam rockers/shockers that try to tread the same as *Wrathchild*. They rely a lot on their looks, their "Mega-hymemic phantasmal" stageshow. They also lean rather heavily on their reputation for being obsessed with tribal warfare and warrior-like symbolism. They would like to be seen as urban terrorists dressed in Gary Glitter's clothes!

After listening to their album, it is easy to see why they play a lot upon the aforementioned points. You see the music is little more than mundane camp rock. Although they try, and try very hard at that, they soon fall into the old rock and roll rut. One point I did like though was the length of the tracks.

#### **Gangland Sector 21**

*Gangland Sector 21* is a full seven minutes long and it is very rare nowadays that you hear a track as long as that. In fact all the tracks on side one are quite lengthy as it contains only three numbers in all.

The band's lead singer, Yenz Cheyenne, stands out above all, with a natural voice that would be more suited to Heavy Metal than this Glam Rock. However, what it misses is the band's lack of style and the over produced sound. I think they would need a complete change of musical direction to produce a good album.

#### **HOLY TERROR/ TERROR AND SUBMISSION/ UNDER ONE FLAG 10**

Once again, an album with a terrific cover, but it also has a great inner sleeve.

The band are a five piece American outfit, hailing from Los Angeles, California. When Agent Steel's guitarist, Kurt Kiflet, left the band he

immediately formed Holy Terror as he wanted to progress in a new direction. He enlisted various unknowns into the band until Mike Avolard, ex Black Widow as support lead guitarist.

With this album he has progressed from the norm. He has taken the classic elements of Heavy Metal and superbly blended them with the finer points of Thrash Metal. The result is a unique sound which has all the aggression and speed of Thrash, but the style and technique of Metal. The music is very, very good and the production is superb. The guitar solos actually sound like they are lifted off, up and away from the background music and they are as clear as a bell.

Keith Dean's lyrics are clear and for once you can understand all the words. This brings me to the one weak point of the LP. The lyrics are in the same vein as Bathory (reviewed last issue) and are all about devil worship and the damned. They don't vary one iota and I for one would like to see a bit more variation, to see if they can produce lyrics in a different vein.

Overall though this is a tremendous debut album, the musical quality of the band speaks louder than the words.

This album is a real pleasure to listen to.

#### **WIN AN EAR BASHING!**

Yes, as in previous columns, you can win a copy of one of the albums above by answering a ridiculously easy question. All you have to do is let me know

who is the lead singer of Anthrax. If that's too hard, there is an album to the person who gives me the wrong answer, but sends it on the postcard which is in the "Worst possible taste". See ya in two months and don't forget to keep headbanging!!



## **Statetrooper**



CARTOON'S MOST  
ELUSIVE CHARACTER HAS  
FINALLY BEEN TRAPPED.

# ROAD RUNNER



THE ARCADE SMASH HIT  
THAT RECREATES THE SPEED  
AND EXCITEMENT OF THESE  
CLASSIC ENCOUNTERS.

Young or old, whatever your age everyone enjoys the antics of the cunning Road Runner as he baffles and bemuses poor Wile E. Coyote. Or does he?...

This is your chance to really find out as you take on the role of Road Runner in this comic, action extravaganza that recreates those nail biting chases and the fast moving excitement of playing "Space Invaders" on the highway to hell that the coyotes have been left for you to feed on (is this the first trick ???) Dodge away road and oncoming traps keeping an eye out for the perilous mines and feather ruffling, leg busting oil slicks. What dastardly plans has the sneaky Wile E. Coyote got in store for you as he lurks in hiding, cowardly awaiting his moment to enjoy a succulent roast of "Road Runner and French Fries". We're sure you'll become all the party talk has come through at you with ease, agility and an ear for the "BEEP BEEP"! Overcome him that is if you've got time of course, the reflexes of a wildcat and the speed of the fastest bird on two legs, otherwise it's sorry, goodnight and "Burp Burp"!!!



CBM 64/128 TAPE £9.99 DISK £14.99 ATARI ST DISK £24.99  
SPECTRUM 48K TAPE £8.99 AMSTRAD TAPE £9.99 DISK £14.99

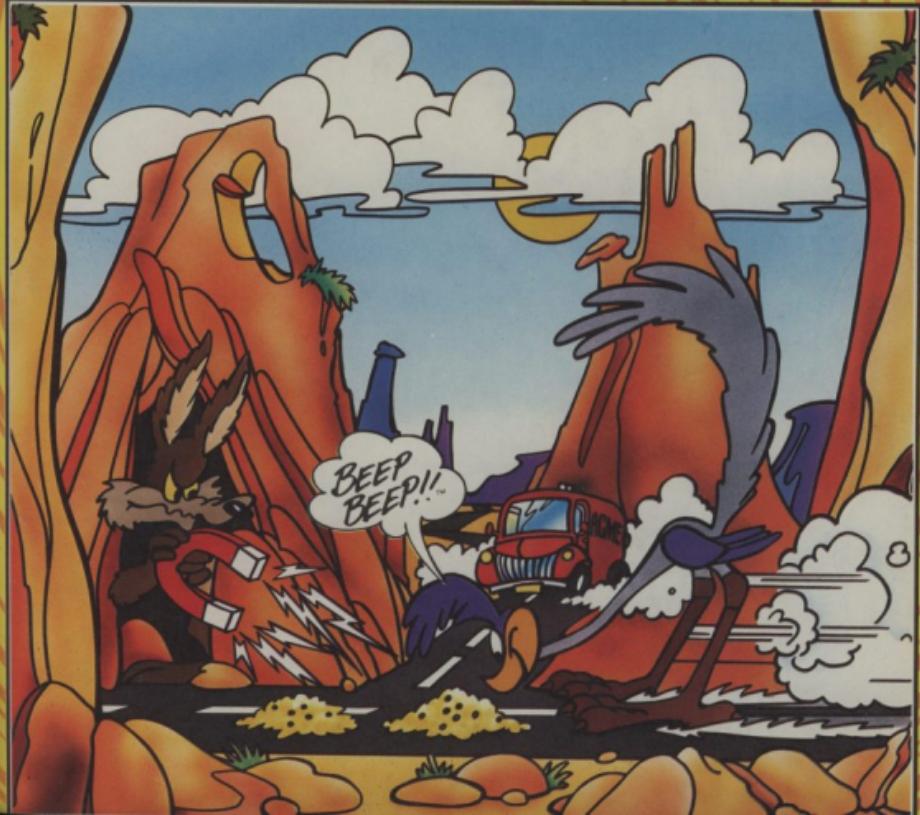


\*Trademark of  
Warner Bros used by Atari  
Games Corporation under license  
© 1985 Warner Bros.  
and Atari Games Corporation.  
All rights reserved.

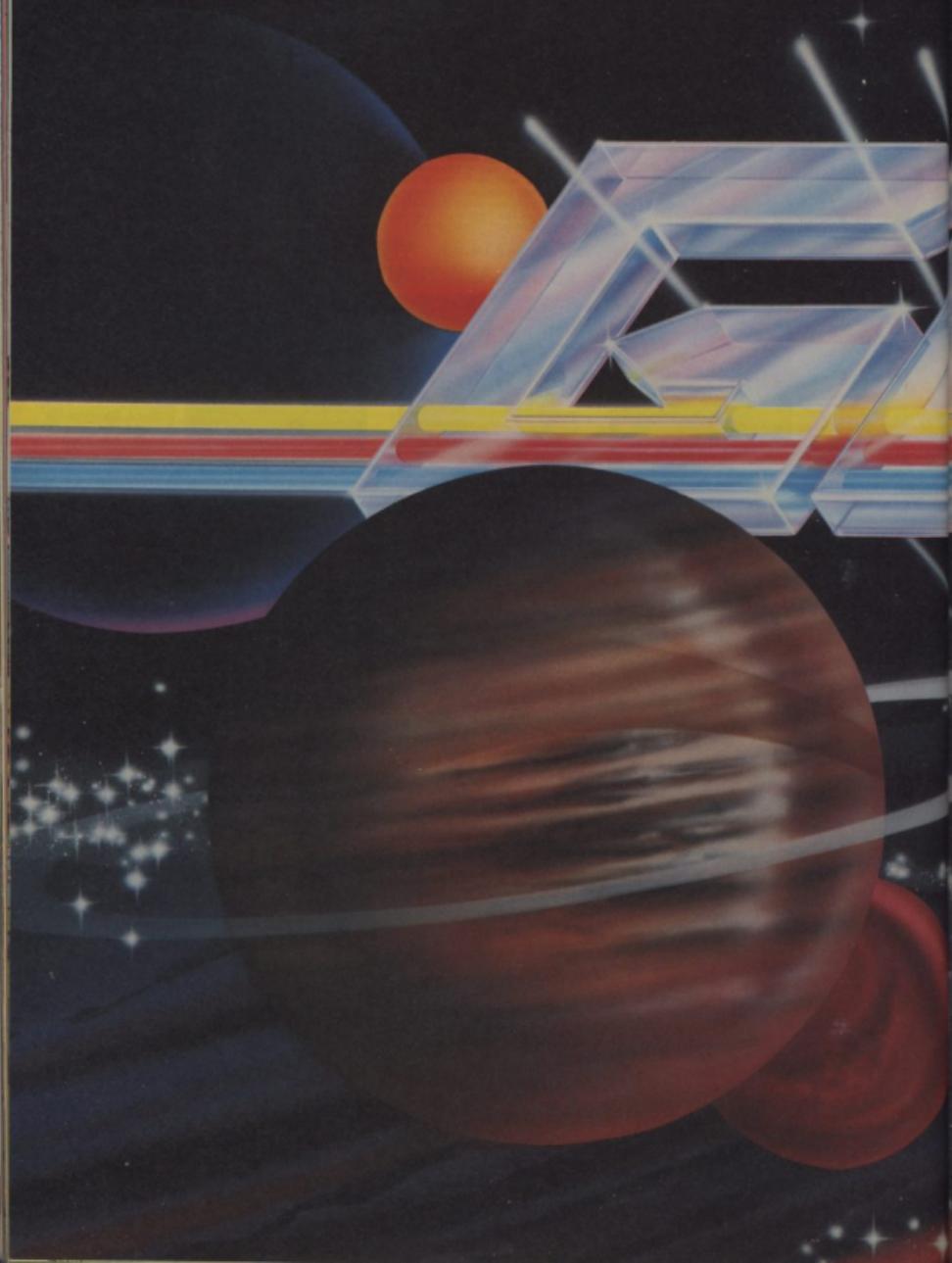


U.S. Gold Ltd.  
Units 2/3 Halford Way,  
Halford, Birmingham  
B6 7AX.  
Tel: 021 356 3388.

SCREEN SHOTS FROM ARCADE VERSION.



A POWERFUL FORCE IS GATHERING ITS MOMENTUM





A FORCE SO GREAT, SO NEW  
IN ITS APPROACH IT WILL BRING  
INNOVATION AND EXHILARATION INTO  
THE CALM AND ORDERED WORLD OF  
SOFTWARE ENTERTAINMENT.

Goli Ltd, Units 213 Holford Way, Holford, Birmingham, B6 7AX. Tel: 021 356 3388

# SUPA SOFT DISCOUNT SOFTWARE

Present the Following Special Offers to C&VG Readers

SPECTRUM	RRP	OUR SPECTRUM	RRP	DUR COMMODORE 64/128	CAS	DISK COMMODORE 64/128	CAS	DISK ATARI ST	RRP	OUR AMSTRAD PC1512	RRP	OUR
Stargazer	14.95	10.95 F-15 Eagle	9.95	7.00 Stargazer	10.95	14.95 Deathrace	6.75	10.95 StarGilder	24.95	19.99 Winter Games	19.95	16.95
Space Harrier	7.95	5.25 Trap Door	7.95	5.25 Leaderboard	6.50	10.95 Sentinel	6.50	10.95 Guild Thieves	24.95	19.99 Summer G (2)	19.95	16.95
Star Trek	7.95	5.25 Space Patrol	7.95	5.25 Leaderboard	6.50	10.95 Space Patrol	6.50	10.95 Star Trek	24.95	19.99 Star Trek	19.95	16.95
Head over Heels	7.95	5.40 Krakout	7.95	5.25 Xevious	6.50	10.95 Gobots	6.75	10.95 Hades Netfule	19.95	15.95 O Desert	24.95	22.95
Enduro Racer	9.95	6.75 Sold a million 3	9.95	6.75 Triv Pursuit	10.95	14.95 Sigma T	6.50	N/A The Pawn	24.95	19.99 Silent Serv	19.95	16.95
Space Invaders	7.95	5.25 Top Gun	7.95	5.25 Leaderboard	6.50	10.95 Space Invaders	6.50	10.95 Space Invaders	24.95	19.99 Space Invaders	19.95	16.95
Papertoy	7.95	5.25 Headcrash	8.95	5.95 Star Fox	7.00	11.00 Art Of Money	6.75	10.95 Good Runner	24.95	19.99 Desmper	24.95	19.95
Hades Netfule	7.95	5.25 Fist 2	9.95	6.00 World Leaderboard	6.50	10.95 Great escape	6.00	10.95 Subotilla	24.95	19.99 Leaderboard	24.95	19.95
Kon-Coin-Op	7.95	5.40 Dune's Big 4	8.95	6.75 Black Magic	6.75	10.95 Semura Trilogy	6.75	10.95 Devil Space	29.95	24.95 Guild Thieves	24.95	19.95
Crown Castle	7.95	5.25 Space Patrol	7.95	5.25 Leaderboard	6.50	10.95 Space games	6.50	10.95 Devil Space	24.95	19.99 Space games	24.95	19.95
Hearts	7.95	5.25 Silent Service	9.95	6.75 Spy vs Spy 3	6.50	10.95 Tank	6.25	10.95 Advanced	14.95	11.99 Balance Power	24.95	19.95
Akhanan	7.95	5.25 Alien	9.95	6.50 Leviathan	6.50	10.95 Egoic Epics	6.75	10.95 Star Rider 2	24.95	19.99 Ortrier	29.95	24.95
Leviathan	7.95	5.40 Foodball Year	7.95	5.25 Leaderboard	6.50	10.95 Space Invaders	6.50	10.95 Star Rider	24.95	19.99 Star Rider	24.95	19.95
Hits Pack	9.95	6.75 Leaderboard	8.95	6.50 Re-Bounder	6.50	10.95 Ghouls & goblins	6.50	10.95 Champ Wires	24.95	19.99 Gates	29.95	24.95
Triv Pursuit	14.95	10.95 Gunrunner	7.95	5.25 Bakkersland Corp	6.50	10.95 Wizball	6.25	10.95 Silicon Dream	24.95	19.99 Pacon Chase	24.95	19.95
Ghost & Goblins	7.95	5.25 Silent Service	9.95	6.75 Con-p	6.50	10.95 Subotilla	6.75	11.95 Jewels Day	24.95	19.99 Jewels Day	24.95	19.95
Robotron	7.95	5.25 Leaderboard	7.95	5.25 Leaderboard	6.50	10.95 Space Invaders	6.75	10.95 (NOVEMBER)	24.95	19.99 (NOVEMBER)	24.95	19.95
Bomb Jack 2	7.95	5.40 Army Moves	7.95	5.25 Barberian	6.50	10.95 Silent Service	6.75	10.95 (NOVEMBER)	24.95	19.99 (NOVEMBER)	24.95	19.95
Double Take	7.95	5.25 Ramza Rams	7.95	5.25 Triv	6.75	10.95 Acro-Jet	6.50	10.95 PRODUCT ONLY RING FOR DETAILS 15/12 BUSINESS PRODUCT)	24.95	19.99 PRODUCT ONLY RING FOR DETAILS 15/12 BUSINESS PRODUCT)	24.95	19.95
Conquest of Midgard	7.95	5.25 Leaderboard	8.95	6.25 Level Up & Co	6.50	10.95 Head Over Heels	6.25	10.95 (NOVEMBER)	24.95	19.99 (NOVEMBER)	24.95	19.95
Catch 20	7.95	5.25 Indoor Sports	9.95	6.75 Sold a million 3	6.75	10.95 Road Runner	6.75	10.95 (NOVEMBER)	24.95	19.99 (NOVEMBER)	24.95	19.95
Tank	7.95	5.25 Eagle Need	7.95	5.25 Space Harrier	6.50	10.95 Game Over	6.25	10.95 (NOVEMBER)	24.95	19.99 (NOVEMBER)	24.95	19.95
Impresahell	7.95	5.25 Leaderboard	7.95	5.25 Leaderboard	6.50	10.95 Head Over Heels	6.25	10.95 (NOVEMBER)	24.95	19.99 (NOVEMBER)	24.95	19.95
Island Warrior	7.95	5.25 Winter Games	9.95	6.50 Bonk pack 2	6.50	10.95 Shockwave Rider	6.00	10.95 HI Pak	6.50	10.95 Footbalear of year -	11.00	11.00
Stax on 128	9.95	6.50 Mass	7.95	5.25 Ace	6.50	10.95 Draculair	6.50	10.95 Konami Com	6.50	10.95 Super Soccer	10.00	10.00
Fairlight 2	6.50	Super Cycle	7.95	5.25 Jouster	6.50	10.95 Draculair	6.50	10.95 Action 2000	6.50	10.95 Action 2000	10.00	10.00
Maze Masters	7.95	5.25 Leaderboard	7.95	5.25 Leaderboard	6.50	10.95 Head Over Heels	6.50	10.95 Head Over Heels	6.50	10.95 Head Over Heels	10.00	10.00
Short Circuit	7.95	5.25 Zynaps	7.95	5.25 Freeze Frame 3	(Cart)	33.95 Gunship	10.95	10.95 StarGilder	11.50	16.95 Mag Max +	10.00	10.00
Bogot	7.95	5.25 Space Harrier	7.95	5.25 Expert Cartitude	N/A	10.95 Destroyer	N/A	10.95 Travel Puzzles	(PCW)	10.00	Amway	10.00
Alien	7.95	5.25 Leaderboard	7.95	5.25 Leaderboard	6.50	10.95 Destroyer	6.50	10.95 Head Over Heels	6.50	10.95 (SPECIAL OFFERS)	10.00	10.00
Subsector 2	7.95	5.40 Shadow Monitor	7.95	5.25 Star Raiders 2	6.75	10.95 Short Circuit	6.00	10.95 Army Mounty	6.50	10.95 (SPECIAL OFFERS)	10.00	10.00
Tai Pan	7.95	5.25 Ship Fighting	7.95	5.25 Star Fighting	6.50	10.95 Nemesis	6.25	10.95 (SPECIAL OFFERS)	10.00	10.95 (SPECIAL OFFERS)	10.00	10.00
Quasar	6.75	5.25 Space Invader	7.95	5.25 Star Raiders 2	6.75	10.95 Star Raiders 2	6.50	10.95 (SPECIAL OFFERS)	10.00	10.95 (SPECIAL OFFERS)	10.00	10.00
Front Matrix	7.95	5.25 Leaderboard	6.99	6.25 Elite 97	6.75	10.95 Rogue Trooper	6.50	10.95 Gunship	7.25	11.95 Last Ninja	12.00	12.00
Wizball	7.95	5.25 Last Ninja	9.95	6.50 Anaroid	6.00	10.95 Zap 2	6.50	10.95 Shadows Monitor	6.50	10.95 Hit Pak II	10.00	10.00
Drakula	6.75	6.75 Wilz	7.95	5.25 Wilz	6.75	10.95 Graphic Ad Crit	17.95	22.95 Plan It (PCW)	6.50	10.95 Gauntlet	12.00	12.00
Sky Rover	7.95	5.25 Leaderboard	8.95	6.75 Commander Crown	6.50	10.95 Space Invaders	6.50	10.95 (SPECIAL OFFERS)	12.00	10.95 Bombsack 2	12.00	12.00
High Frontier	9.95	6.50 Sigma 7	7.95	5.25 Army Moves	6.25	10.95 Space Line Road	6.50	10.95 Anaroid	6.50	10.95 (SPECIAL OFFERS)	12.00	12.00
Elite 8 Pak	9.95	6.75 Survivor	8.95	6.25 Zynaps	6.25	10.95 Solaris Dreams	10.95	14.95 Livestrong	6.50	11.95 (All of the above on cassette only)	12.00	12.00
Samurai Trio	9.95	6.75 Gobots	9.95	6.25 Shadow Monitor	6.25	10.95 Jewels Darkness	10.95	14.95 Big Four	6.50	10.95 Cassette only)	12.00	12.00

Post & Packing Inc. Overseas Orders Please Add 75p per tape, Mail Order only. Cheques/postal orders

(Sterling only please) Made Payable to:

DISCOUNT SOFTWARE, Dept 3, 210 Nicholls Tower, Harlow, Essex, CM18 6EF

TELEPHONE (0279 29076) WEEKDAYS ONLY PLEASE



PROGRAMMER PROFILES ON EVERY GAME

**LIGHTSPEED** SOFTWARE  
60 HIGH STREET HANHAM BRISTOL BS15 3JR  
TEL: 0272 604130

24 HOUR ANSWER PHONE FOR ALL QUERIES  
ATARI ST

RETAIL	OUR	TIME	PRICE
TIME BANDIT	24.95	19.99	24.95
TRAILBLAZER	24.95	19.99	24.95
VALIUS	24.95	19.99	24.95
VALIUS GAMBLER	24.95	19.99	24.95
VALIUS HAMMER	24.95	19.99	24.95
WORLD GAMES	24.95	19.99	24.95
XEROX	24.95	19.99	24.95
ZYBRAK	24.95	19.99	24.95
AMIGA	24.95	19.99	24.95
ADV CONSTRUCTION SET	24.95	19.99	24.95
ARCTIC FOX	24.95	19.99	24.95
ATLAS	24.95	19.99	24.95
ATLAS II	24.95	19.99	24.95
BALANCE OF POWER	45.95	37.50	45.95
BALANCE OF POWER 2	24.95	19.99	24.95
BARRAGED TIME	24.95	19.99	24.95
BARRAGED TIME 2	24.95	19.99	24.95
BATTLE OF CROWN	24.95	19.99	24.95
DEJA VUE	24.95	19.99	24.95
DEMOLITION	9.95	8.75	9.95
DISASTER	24.95	19.99	24.95
DISASTER II	24.95	19.99	24.95
DRAGON'S BREATH	24.95	19.99	24.95
FLIGHT SAM II	48.95	36.95	48.95
FLIGHT SAM III	24.95	19.99	24.95
FLIGHT SAM IV	24.95	19.99	24.95
FOOTBALL CHAMPIONSHIP	24.95	19.99	24.95
FOOTBALL CHAMPIONSHIP 2	24.95	19.99	24.95
FOOTBALL CHAMPIONSHIP 3	24.95	19.99	24.95
FOOTBALL CHAMPIONSHIP 4	24.95	19.99	24.95
GOLDEN PATH	18.95	17.00	18.95
GOLDEN PATH II	24.95	19.99	24.95
GUILD OF THIEVES	24.95	19.99	24.95
HADES NEBULA	24.95	19.99	24.95
HAMMER	24.95	19.99	24.95
HAMMER II	24.95	19.99	24.95
HAMMER III	24.95	19.99	24.95
HITCHHIKER GUIDE	24.95	19.99	24.95
HITCHHIKER GUIDE TO THE GALAXY	24.95	19.99	24.95
JEWELS OF DARKNESS	19.95	15.00	19.95
JOUPITER	24.95	19.99	24.95
LEADERBOARD	24.95	19.99	24.95
LEADERBOARD TOURNAMENT	9.95	8.75	9.95
LIBERATOR	24.95	19.99	24.95
MARBLE MADNESS	24.95	19.99	24.95
MARSHAL SHOGUN	24.95	19.99	24.95
MARSHAL SHOGUN II	24.95	19.99	24.95
METACROSS	24.95	19.99	24.95
METROPOLIS	24.95	19.99	24.95
METROPOLIS 2	24.95	19.99	24.95
MILITARY COMPENDIUM	24.95	19.99	24.95
MILITARY COMPENDIUM 2	24.95	19.99	24.95
MILITARY COMPENDIUM 3	24.95	19.99	24.95
MILITARY COMPENDIUM 4	24.95	19.99	24.95
MILITARY COMPENDIUM 5	24.95	19.99	24.95
MILITARY COMPENDIUM 6	24.95	19.99	24.95
MILITARY COMPENDIUM 7	24.95	19.99	24.95
MILITARY COMPENDIUM 8	24.95	19.99	24.95
MILITARY COMPENDIUM 9	24.95	19.99	24.95
MILITARY COMPENDIUM 10	24.95	19.99	24.95
MILITARY COMPENDIUM 11	24.95	19.99	24.95
MILITARY COMPENDIUM 12	24.95	19.99	24.95
MILITARY COMPENDIUM 13	24.95	19.99	24.95
MILITARY COMPENDIUM 14	24.95	19.99	24.95
MILITARY COMPENDIUM 15	24.95	19.99	24.95
MILITARY COMPENDIUM 16	24.95	19.99	24.95
MILITARY COMPENDIUM 17	24.95	19.99	24.95
MILITARY COMPENDIUM 18	24.95	19.99	24.95
MILITARY COMPENDIUM 19	24.95	19.99	24.95
MILITARY COMPENDIUM 20	24.95	19.99	24.95
MILITARY COMPENDIUM 21	24.95	19.99	24.95
MILITARY COMPENDIUM 22	24.95	19.99	24.95
MILITARY COMPENDIUM 23	24.95	19.99	24.95
MILITARY COMPENDIUM 24	24.95	19.99	24.95
MILITARY COMPENDIUM 25	24.95	19.99	24.95
MILITARY COMPENDIUM 26	24.95	19.99	24.95
MILITARY COMPENDIUM 27	24.95	19.99	24.95
MILITARY COMPENDIUM 28	24.95	19.99	24.95
MILITARY COMPENDIUM 29	24.95	19.99	24.95
MILITARY COMPENDIUM 30	24.95	19.99	24.95
MILITARY COMPENDIUM 31	24.95	19.99	24.95
MILITARY COMPENDIUM 32	24.95	19.99	24.95
MILITARY COMPENDIUM 33	24.95	19.99	24.95
MILITARY COMPENDIUM 34	24.95	19.99	24.95
MILITARY COMPENDIUM 35	24.95	19.99	24.95
MILITARY COMPENDIUM 36	24.95	19.99	24.95
MILITARY COMPENDIUM 37	24.95	19.99	24.95
MILITARY COMPENDIUM 38	24.95	19.99	24.95
MILITARY COMPENDIUM 39	24.95	19.99	24.95
MILITARY COMPENDIUM 40	24.95	19.99	24.95
MILITARY COMPENDIUM 41	24.95	19.99	24.95
MILITARY COMPENDIUM 42	24.95	19.99	24.95
MILITARY COMPENDIUM 43	24.95	19.99	24.95
MILITARY COMPENDIUM 44	24.95	19.99	24.95
MILITARY COMPENDIUM 45	24.95	19.99	24.95
MILITARY COMPENDIUM 46	24.95	19.99	24.95
MILITARY COMPENDIUM 47	24.95	19.99	24.95
MILITARY COMPENDIUM 48	24.95	19.99	24.95
MILITARY COMPENDIUM 49	24.95	19.99	24.95
MILITARY COMPENDIUM 50	24.95	19.99	24.95
MILITARY COMPENDIUM 51	24.95	19.99	24.95
MILITARY COMPENDIUM 52	24.95	19.99	24.95
MILITARY COMPENDIUM 53	24.95	19.99	24.95
MILITARY COMPENDIUM 54	24.95	19.99	24.95
MILITARY COMPENDIUM 55	24.95	19.99	24.95
MILITARY COMPENDIUM 56	24.95	19.99	24.95
MILITARY COMPENDIUM 57	24.95	19.99	24.95
MILITARY COMPENDIUM 58	24.95	19.99	24.95
MILITARY COMPENDIUM 59	24.95	19.99	24.95
MILITARY COMPENDIUM 60	24.95	19.99	24.95
MILITARY COMPENDIUM 61	24.95	19.99	24.95
MILITARY COMPENDIUM 62	24.95	19.99	24.95
MILITARY COMPENDIUM 63	24.95	19.99	24.95
MILITARY COMPENDIUM 64	24.95	19.99	24.95
MILITARY COMPENDIUM 65	24.95	19.99	24.95
MILITARY COMPENDIUM 66	24.95	19.99	24.95
MILITARY COMPENDIUM 67	24.95	19.99	24.95
MILITARY COMPENDIUM 68	24.95	19.99	24.95
MILITARY COMPENDIUM 69	24.95	19.99	24.95

# MICROSELL

MICROSELLS — It costs only £1 to advertise in Microsell!

**Warning: It is illegal to sell duplicated or pirated software on tape or disc. You will now be liable for prosecution. All suspect advertisements will be forwarded to the Federation against Software Theft for further inspection.**

**ALL GAC OWNERS** Ultimate GAC guide. Reveals powerful undocumented GAC features. SAE for details. £1.75 from The Essential Myth, 54 Church St, Tewkesbury, GL20 5RZ.

**CACPAC** — extensive utilities package for Spectrum GAC owners. Compacter, optimizer, etc. 'Ultimate GAC Guide'. £5.95 from The Essential Myth, 54 Church St, Tewkesbury GL20 5RZ.

**ENGLISH CBM64** hacker has and would like to swap very latest software on disk, preferably in or around Europe. Send list to: Michael Fisher, Schermeringlaan 8, New Oosterzele, Belgium.

**ATARI 800XL** 1050 disk drive, 1010 recorder + joystick, books, magazines and a large amount of software. All in excellent condition, £190 ono. Tel: Horwicch 692710.

**COMPUTER GAMES INDEX** is an index of over 1000 games reviewed in C+VG. Details issue + page. Send £1.95 to S. coombs, 53 Rake Hill, Burntwood, WS7 9DF.

**SPECTRUM POKE'S** To get those high scores, get our best-selling booklet of infinite lives poker. 70 chart-topping games covered, including Gauntlet, Feud, and Head Over Heels, for an unclipped £1.50! Post now, cheques/wrapped coins to Robert Burgess (SP), 1 Middlefield Road, Rotherham, S60 3JH. Written enquiries welcome.

**ENCOUNTER**, Fighter Pilot, Zaxxon, Warm in the Machine, Asterix 2, Spellbound, Nine Knights, A. A. Swat, Thrust, One man & his droid, Submarine Commander, MAXX Simulator, Cloak of Death, £25 the lot. Write to: A. Hughes, 67 St Johns Walk, St. Ives, Cornwall TR26 2JJ.

**CBM 64** disk drive + cassette recorder + 2 joysticks + 10 blank discs + 25 original games. Buyer collects. £175. Phone 01-530 2385 after 6.30pm.

**CBM 64 OWNER** wishes to swap many new games e.g. Delta, Auf-Monty, Wants anything reasonable, contact: Daniel Leconte, 28 Sycamore Grove, Braintree, Essex CM7 7LT. Telephone 0376-21499.

**FOR SALE** CBM 64, 2510 cassette unit, manuals, leads and reference guide plus 100 + of latest original software worth over £500 for £200 and/or 48K ZX Spectrum with joystick and interface over 100 games, all for £120 ono. Ring 01-940 0338 between 5 and 9pm and ask for Phil.

**CB2 B**, Acorn DFS, Teletext Adaptor, Command line disk drive, tape recorder. Lots of games, magazines. Book will sell for £30. Tel 01-854 6283. Jimmy after 5pm.

**CBM 64**, C2N Tape Deck, Quickshot Turbo + Boss Joysticks, 87 Games Inc. World Games, Leaderboard, Gauntlet, 26 ZZAP + C+VG Magz, worth £1,000. Sell £250 onto (01) 892 0455.

**CBM 64**, Games to swap, old and new titles. Disk and Tape. All letters answered. Peter, 10 Pine Close, Canvey Island, Essex SS8 9JL.

**CBM 64K** For Sale, with the 1701 Colour Monitor and over 3 original games including: Championship Racing, Gauntlet, Dragon's Lair II and many more great titles. This also includes the tape deck (new).

Worth about £700 will sell for £250 one for quick sale.

**BARGAIN! Spectrum Plus** with Joystick, cassette player, greater games plus! Trojan Lightbeam, All boxed — nearly perfect condition. £90 ono. Tel: Leicester (0533) 841796 after 5pm.

**FOR SALE!** CBM 64, data recorder, every accessory needed. Included 2 top quality joysticks. Over 100 games inc. very latest releases. Also copying devices. Bargain £210. Tel: 083887 off is only temporary.

**NEW GAMES C-64** list with your latest games to: Martin Limkilde, Høyreups Alle 1 2900 Hellerup, Denmark HI: Triad New Bencor FP Alliance TTI.

**BBC GAMES** For Sale: Contraption, Firetrack, W.A.R., Commando, Gyroscope, Citadel, Yie-Ar, Kung-Fu 2, Nightshade, Strykers, Run, Knight Lore, Castle Quest, ... . Phone Ruilip (0895) 6337709 Now!

**SPECIALLY** + Data Recorder + Interface + Joystick + 32 Software titles including Cass 50 including Back to School + Sandlot + all worth £220 self £130 onto, or swap for CBM64 and Data Recorder. Tel (Liverpool) 722 6457.

**NEW CBM 64C** for sale, joystick, games. If interested send E.S.A. only to Mr S. Mutter, 29 Perth Road, Plaistow, London E13 9DS.

**AMSTRAD CDC464A** Green screen monitor. Two joysticks + modulation £500 or software all originals. Immaculate condition, sell for £380 ono. Tel: (024) 572374.

**FREE FALL LANDER** multi-level space game of skill, quick-reacting nerves. On Steel CBM64 cassette £1.75, to J. Gilbert, 14 Pingley Meadow, Brigg, S. Humberside. CBM 64. Software to swap, with anyone in the world. Send your list to A. Kerrigan, Killen, Castlederg, Co. Tyrone, N. Ireland, BT81 7SH. All letters replied to — just send now! (disc or tape).

**MPS 803 printer for CBM64** WANTED must be in good working order. Apply Dorchester (0305) 62449.

**CBM + 1541 + Dolphin DOS,** c2N + HB001, Fin. Cart. Exp. Cart + ESM 210 V2 software disk/tape. **PRINTER** + 2000 + Mustang, artist 64 + mouse, all manuals. Worth £1100 bargain £500! Tel (0283) 482977 or (0103) buyer collect.

**COMPLETE COLLECTION** of C+VG magazines from issue 1 to Offers. Atari disk and cassette games, Arkano, Strikenstein, many more, offers. Atari 800, 1010 recorder + £60 ono. Ring Paul 0942 675255 after 6pm.

**MSX GAMES** for sale. Way of the Tiger, Decathlon, Beachhead, Feud, Ninja, Jet Set Willy, Space Walk, Superbow, Dogfighter, Jack the Ripper, Flightdeck, all very good condition. Wanted: Gauntlet and Football Manager. Please ask for Darren or Raymond. 076 881 602.

**ATARI** cassettes, swap or sell. Leaper, Gunlaw, Kikstart, Action Biker, laste VB, Spiky Harold, £1.00 each. Mr Robot, Polap-Piere, Blue Max, Airwolf £4.00. Roger (0684) 295180 evenings.

**FOR SALE** CBM 64 computer cassette deck, programmers guide, 2 joysticks, over 200 games worth £1,400, sell for £275. Tel: Chelmsford 323221.

**BBC + B MODE** Cub type for sale. £300 + data cassette. Reorderer + games + joysticks. 15 games. Blagdonore, Repton 3 E3. Tel: 422168.

**ATARI 130XE** and 1010 data recorder £76 post free. Happy backup board for Atari 1050 drive with rev7 software £85ono. Phone 0703 474777.

**ATARI DISK**, original adventures. Sands of Egypt, Dark Crystal, Wizard and Princess, Ulysses, Blade of Blackpool £5 each. Phone Nick, Southampton (0703) 474777.

**CBM64 ORIGINALS**. Alternate reality, Phantasia £6.50 each. Mindshadow, Ultima III, Dallas £4.50 each. Cassettes. Kayleth £4. Many others. Quix, Rata, Hobbit £2.50 each. Southampton 474777.

**ATARI OWNERS**, you can't afford to miss these bargains. At £11029 printer + dust cover + Assembler + Utilities software £10. Paper, CBM, Atari 850 interface + dust cover + Comms software, £65. Disks: shooting Arcade, Clowns + Balloons, Deluxe Invaders, Softporn adventure £5 each. Computer Chess ROM £7. Buyer collects or pays postage.

Telephone Crewe (0702) 766462 and ask for Gary or write to G. Tinsley, 11 Cookesmere Lane, Sandbach, Cheshire CW11 9BQ.

**CBM 64** User would like to swap programs on disk new and old all around the world. Over 1700 titles send your list for mine all letters answered. Steve Davis, 28 Chipping Dr, Alexandra Hills 4161, Queensland, Australia.

**COMMODORE 64** as new (boxed), cassette player + 1541 disk drive, 2 joysticks, Star Wars and Graphics Pack (boxed), 22 top games (9 on disk), over 35 magazines, value £850. Telephone: Buckingham (0280) 812994.

## 3,000 SOFTWARE TITLES IN STOCK

MANY C64/PLUS 4 & AMSTRAD DISC BARGAINS  
PLUS OTHER PERIPHERALS, JOYSTICKS, CARDS, & DUST COVERS  
ROTTRONICS 64K WAFERS £3.99 NEW STOCK WAFA DRIVE REPAIR & SERVICE £1.10 INC. WAFA DRIVE INFORMATION SHEETS

\*\*\*\*\*  
SOFTWARE AVAILABLE FOR ALMOST ANY MACHINE EVER MADE  
INCLUDING AMIGA, AMSTRAD, ATARI BBC, CRIM 64/128, C16/4 &  
DRACON ELECTRON LYNN, MSX, PC COMPATIBLES, PCW, SPECTRUM,  
VIC 20, ZX81, PLUS GAMES CONSULES — ATARI 2600, PHILLIPS,  
PRINZTRONIC, SPECTRAVIDE, AND NEW 'SEGA'\*\*\*\*\*

### BACK HOME BARGAIN SPECIALIST

FULL LIST AVAILABLE SEND LARGE S.A.E. PLEASE STATE MACHINE TYPE & DETAILS OF ANY SPECIAL REQUIREMENT QUOTE COV.  
YOU WILL BE SURPRISED AT THE PRICES & PRICES TRY US & SEE.

### CAPRI MARKETING LTD

24A, WHITE PIT LANE, FLACKWELL HEATH, HIGH WYCOMBE, BUCKS. HP10 9ER  
CHEQUE, P.O. or ACCESS TEL: 06285-31244 - (24HR ANSWERING SERVICE)

## BRIGHTSOFT COMPUTERS

FELTON PARK, FELTON, MORPETH, NORTHUMBERLAND, NE8 8BW. TEL (0978) 719111

TAPE: 01670 540000, AMSTRAD: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

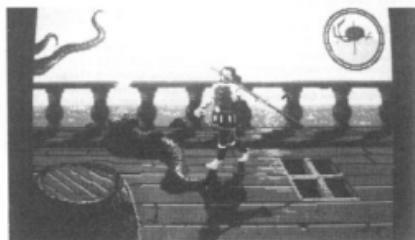
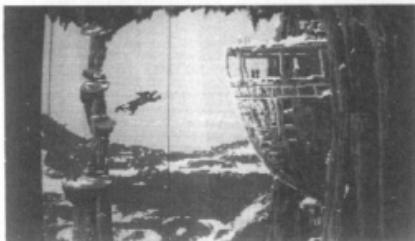
DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

DISK: 01670 540000, COMMODORE 64: 01670 540000, COMMODORE 64: 01670 540000

# NEWS



▲ This is the first look at what could be the most grand and impressive games to be released on the Atari ST so far. It's called **Ancient Mariner** and it's from a relatively new name on the games scene, Systems Architect.

Systems Architect are probably best known for producing the *Three Little Pigs* demo using Mirrorsoft's Film Director.

**Mariner** will be a trilogy. The first part will probably be released towards the end of the year. You play the part of an impoverished 16th century seadog whose lands have been lost through gambling and bad business deals. To regain his former status in life he must trade — both legally and illegally — all over the world.

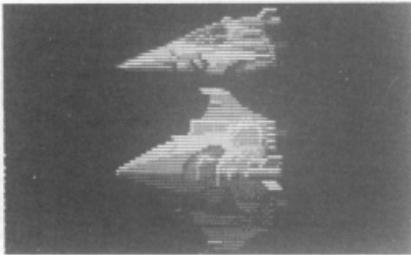
The game will combine fast arcade-action with icon-controlled elements. The screen shots include shows an excerpt from the life or death sequence depicting an Elizabethan harpooner attacking the Kraken one of a host of giant sea-creatures that imperil your voyage.

Other arcade sequences include battles in the Spanish main, skirmishes against cannibals, raiding and boarding parties, hand to hand combat (you v computer).

**Ancient Mariner** is being programmed by ex-Ultimate ace Manuel Caballero, who claims **AM** is the first Atari game to be written in machine code, and the graphics are in the hands of artists Mike Jary and Emma Hughes.

**Ancient Mariner**, which will also be out on the Amiga, will probably be released by Mirrorsoft.

Meanwhile, Systems Architect also has another Atari game in the offing, **Dimension 45**, set on a light-less, disease-ridden earth where a mercenary must explore London to find something known as the "Eden device". It will be used to return the planet to civilisation. It should be released early next year.



**Academy** CRL's smash space game, had made the transformation to the Atari ST, price £19.95

In it you play a trainee skimmer pilot enrolled in the top training school of the Galcorp Academy for Skimmer Pilots. You will learn to design your own space ship and participate in many classes — all so secret that they can only be revealed to qualified skimmer pilots.

On graduation from the Academy you will take the space ship you have designed on 20 missions, encountering aliens and practising the top secret theory learnt at the Academy.

DAN RUNS FROM THE TREENS

DAN DARE PILOT OF THE FUTURE

DAN DARE PILOT OF THE FUTURE

▲ Chins in, chests out, chaps. Stiffen your upper lips and get set to play **Dan Dare: Pilot of the Future** from Virgin. Watch out for Mekons landing near you soon.

# PIRATES OF THE BARBARY COAST

Action, adventure and derring-do on the high seas



Back in time we take you. Back to the days of swashbuckling action on the high seas where you become the Captain of a 15 gun trading frigates. Whilst docked in Casablanca, your ship is attacked and plundered by "Bloodthroat the Pirate" a blood-thirsty rogue who terrorizes the seven seas. He has taken your daughter Katherine and demands 50,000 gold pieces for her safe return.

In Pirates Of The Barbary Coast experience the thrill of battle under sail, the atmosphere of exotic locations. Use all of your cunning, bravery and guile to fight and trade for the release of your daughter.

Combining skill, strategy and action, Pirates Of The Barbary Coast is the Pirate simulation game.



Pirates Of The Barbary Coast  
Another great entertainment package from



Commodore 64/128 Disk	£9.95
Atari 800 Disk	£9.95
Atari ST Disk	£12.95



*out on the  
15th September*

ABOUT  
HOW I WAS  
'THE KING'S  
'CHOSEN ONE'  
ONCE, THUS  
TRUE, I WAS  
SELECTED AS  
CHILD, BECAUSE  
MY LOOMS  
PLEASSED HIM...

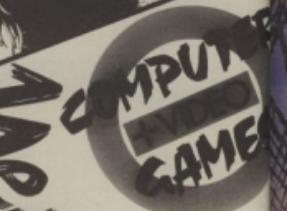


● Get wrapped with the spikey-topped barbarian Slaine in the totally berserk October issue of C+VG! We've got an exclusive review of the latest game to feature a cult 2000AD comic character. Coming from the same team who brought you Nemesis, Slaine is a totally original and exciting game. We'll have a pulse pounding competition plus a full colour map of Slaine's world. The October issue will simply slay you — don't you dare miss it!

● Meet the A-team in our 24 page full colour, totally FREE special 16-bit supplement — featuring all the hottest new games for the awesome Amstrad ST and Amiga. Packed with news, reviews and previews this is going to be the essential guide to games for the Amiga and ST. And it's FREE with C+VG, THE magazine for 16-bit games players.

● Games guides galore come you way next issue in the shape of our special Centurions map and tips from the man himself, Tony Crowther. PLUS a players guide to the sure fire hit Druid II. If it's tips you want then you know where to find them first!

● It's show time again. And we'll be bringing you a rundown on what's going to be on show at the Personal Computer World Show — a game by game guide which will help make the most of your visit to the UK's top software show.



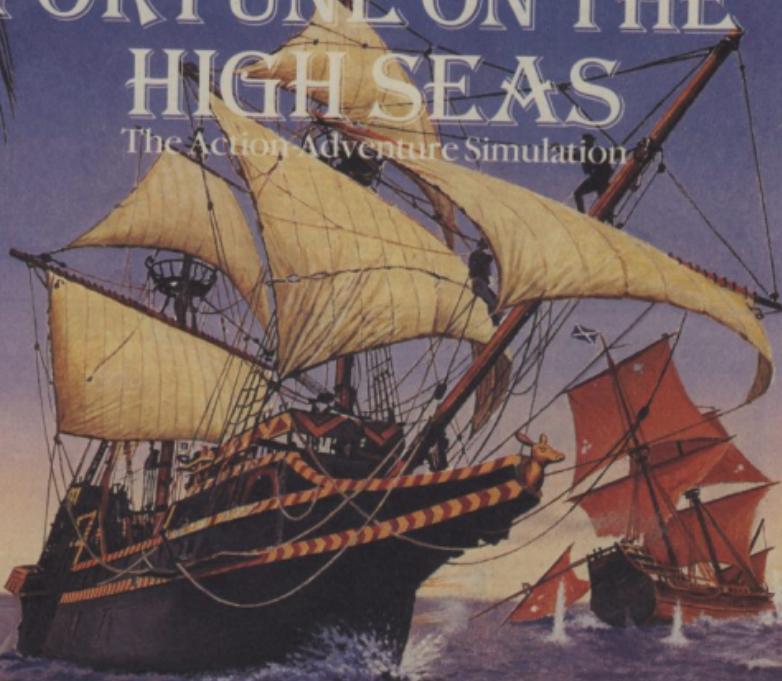
*Next Month*



# PIRATES!

## CHASE FAME & FORTUNE ON THE HIGH SEAS

The Action Adventure Simulation



Pirates! The world's first swashbuckling simulation.

Non-stop action and historical drama take place on the Spanish Main during the 17th century and you play the leading role - Privateer Captain, a pirate in all but name.

Leap into this era of turbulence and change - a time when daring adventurers can gain power and wealth.

Raid treasure-laden galleons and plunder rich ports. Learn to navigate, to fence and to avoid mutiny.

Uniquely, Pirates! combines the excitement of an adventure story with the challenge of simulation decision-making. You must choose the most lucrative expeditions, forge the most fruitful alliances and

negotiate the greatest profits. Success will determine your status in later life. How will you end your days? A prosperous noble or common scoundrel?

Pirates! will be landing in all good software stores soon.

**MICRO PROSE**

Commodore 64/128 Disk £19.95  
Cassette £14.95

MicroProse Software Ltd. 2 Market Place, Tetbury, Gloucestershire GL8 8DA. Tel: (0666) 54326. Telex: 434222 MPS UKG





# G-TEN LIMITED

THE Mail-Order Software House

## ATARI ST

	Year	Platform	Release Date	Rating	Price
EXPRESS RANGER	7.85	N.A.	SENTINEL	7.25	£19.95
ENDURO RAIDER	7.85	N.A.	MONSTER GAME	7.25	£19.95
FALCON 4000	7.85	N.A.	KARATE MASTER	16.95	£19.95
LEVITATOR	8.80	N.A.	ELEVATOR ACTION	7.25	£19.95
MACHOPASS	7.85	N.A.	ARAKAIDO	7.25	£19.95
MAN MAIL	7.85	N.A.	TRAIL BLAZER	18.25	£19.95
PROHIBITION	7.85	N.A.	DEATH RUNNER	12.25	£19.95
ROCKERS GAMES	7.85	N.A.	REVIEWS	18.25	£19.95
SCAMMERS	7.85	N.A.	SHOOTDOWN RIDER	12.25	£19.95
THEY SOLD A MILLION	7.85	N.A.	STRIKERS	12.25	£19.95
AKNE	8.80	N.A.	FORESTACK	7.25	£19.95
ARMED REVENGE	8.80	N.A.	GAUNTLET	22.25	£19.95
BESTIARY	8.80	N.A.	TEMPLE OF APOLLO	7.25	£19.95
BLACK SUN	8.80	N.A.	AMIGA	8.25	£19.95
BLAST FROM COTTON	8.80	N.A.	ULTIMA II	19.25	£19.95
COWGIRL GAMES 3	8.80	N.A.	DEATH BY POLYMER	24.25	£19.95
DEATH BY POLYMER	8.80	N.A.	WINTER GAMES	18.25	£19.95
MASSIVE MACROS	8.80	N.A.	DEATH RUNNER	24.25	£19.95
GAUNTLET II	7.85	N.A.	LAST RUMA	8.25	£19.95
THE COLOSSUS FORCE HARRIOR	7.85	N.A.	DELA-VI	22.25	£19.95
THEY SOLD A MILLION 2	7.85	N.A.	MOON MIST	12.25	£19.95
THREE KUNG JAK	7.85	N.A.	REVENGE	12.25	£19.95
THREE KUNG JAK 2	7.85	N.A.	BLITZKRISS	17.75	£19.95
THREE KUNG JAK 3	7.85	N.A.	ARCHEN II	17.75	£19.95
THEY STOLE A MILLION	8.80	N.A.	DEATH RUNNER	24.25	£19.95
THREE KUNG JAK 4	8.80	N.A.	SKYTOR	25.50	£19.95
NET	8.80	N.A.	THE PAVAN	23.00	£19.95
THREE KUNG JAK 5	8.80	N.A.	DEATH BY POLYMER	24.25	£19.95
HEAD OVER HELLS	8.80	N.A.	GRAPHEOMAT	40.75	£19.95
SHAKING ROAD	8.80	N.A.	HOLLYWOOD HUNKS	26.25	£19.95
SHAKING ROAD 2	8.80	N.A.	DEATH RUNNER	24.25	£19.95
Five STAR GAMES 2	8.80	N.A.	STRIKERS	18.25	£19.95
DEATH RUNNER	8.80	N.A.	DEATH RUNNER	18.25	£19.95
ARMY MENES	8.80	N.A.	CRYSTAL CASTLES	8.25	£19.95
DEATH RUNNER 2	8.80	N.A.	DEATH RUNNER	18.25	£19.95
STAR FIGHTERS	8.80	N.A.	DEATH RUNNER	18.25	£19.95
STAR FIGHTERS 2	8.80	N.A.	DEATH RUNNER	18.25	£19.95
TENSION	8.80	N.A.	DEATH RUNNER	18.25	£19.95
COMMODORE 64/102					
COMBINE CROSSED	7.25	11.25	IMOGIN	6.50	£19.95
HOBBIE TROOPERS	7.25	11.25	TEMPEL OF TERROR	6.50	£19.95
HOBBIE TROOPERS 2	7.25	11.25	STRIKERS	18.25	£19.95
POKEY HORROR SHOW	7.25	11.25	DEATH RUNNER	18.25	£19.95
INITIATOR	7.25	11.25	HACKERS	22.25	£19.95
STAR RAIDERS	7.25	11.25	DEATH RUNNER	18.25	£19.95
THEY SOLD A MILLION 3	7.25	11.25	SUPER HERO	17.75	£19.95
THEY SOLD A MILLION 4	7.25	11.25	DEATH RUNNER	18.25	£19.95
GUARDIAN	7.25	11.25	THUNDER	7.25	£19.95
TEL. ENQUIRIES TEL: 01-377 2630 (24hr Answerphone)					
Please specify machine. Please allow 14-28 days delivery. Please add £5.00 P&P per item (UK or BFPO only). Overseas add £1.50 P&P per item. Please make Cheques/Poalit items (stating only) made payable to G-Ten Limited.					
UK or BFPO orders, please send to G-TEN LTD., DEPT C - V959, FREEPOST (no stamp required), 29 St. Martins Close, Clacton on Sea, Essex CO15 3NQ.					
Overseas orders send to: G-Ten Ltd, Dept C - V959, 1st Floor, 146/150 Commercial Street, London E1 6NU					

## WANTED

PROGRAMMERS to write high quality entertainment software for the ATARI ST and COMMODORE 64 computers.

Accomplished artists also welcome.

Why not try us. Send some examples of your work on disk or tape NOW!!!

Genuine top prices paid for good work.

Why not write for yourself when you can work in a team and have your work professionally marketed.

## CBM 64 SOFTWARE HIRE ATARI ST

HIRE software before you buy cheaply.

\* 3,000+ titles for the CBM64/

\* 200+ titles for the ATARI ST

\* Much more than anyone else has to offer.

\* Membership £6 LIFE + first 3 games FREE!

\* ALL latest releases £1.00, tape or disk

\* Send now for automatic membership/details or a S.A.E. for more information.

For either of the above write to:

## ORION SOFTWARE

29 St. Martins Close, Clacton on Sea,  
Essex CO15 3NQ.

PHONE: 0255 431067

CBM 64 SOFTWARE HIRE ATARI ST



# THE BEST IN ENTERTAINMENT SOFTWARE



ELECTRONIC ARTS<sup>TM</sup>



INFOCOM

STRATEGIC  
PLUS



subLOGIC

MICRO PROSE

OVERSEAS ENQUIRIES WELCOME

Send £1 for our NEW Catalogue - Redeemable with your first Order  
ALL PROGRAMMES ARE ON DISC ONLY

## STRATEGIC PLUS SOFTWARE

APPLE II  
C64/128  
AMIGA

P.O. Box 8 Hampton Middx TW12 3XA ATARI  
IBM

Tel: 01-979 2987

RING FOR THE LATEST PRICE ON ST/AMIGA

## COMPUTER ANGLE

The leading 16 bit Software/Hardware dealer

### NOW IN STOCK — AMIGA A500

With free Software including free modulator, mouse mat, Starterkit and deluxe paint, all for the amazing price of £520.00 inc VAT

### ALSO IN STOCK — ATARI STFM 520

with free software for £359.00 inc VAT

#### Amiga Software

##### Our Price

Marble Madness	24.00	Goldrunner	21.95
Karate Kid II	20.00	Star Trek	20.95
Amiga Karting	18.00	Star Trek	14.95
7 Cities of Gold	24.00	Leaderboard	20.95
Barbarian	20.90	Barbarian	20.95
Alien Fires	24.00	ST Karate	16.00
Uninvited	24.00	Alternate Reality	20.00
Death of Karate	24.00	Death of Karate	18.00
Guild of Thieves	19.95	Guild of Thieves	19.95
The Pawns	19.95	The Pawns	19.95
Gauntlet	18.95	Gauntlet	18.95
Road Runner	19.95	Road Runner	19.95
Archon	24.00	Gato	19.95
Archon II	24.00	Hyper Racer	19.95
Tai Pan	11.50	Tai Pan	11.50
Artic Fox	24.00	Silent Service	19.95
Deep Space	27.00	Deep Space	27.00
Swopper	16.00	Karate Master	12.95
Flight Sim II	42.00	Flight Sim II	42.00
Fairy Tail	45.00	MST	19.95

#### Cinemat Ware Software

26.00  
Defender of the Crown  
26.00 King of Chicago

all titles available on Amiga. SDI available on Atari

Infocon: adventures in stock. American Software available. Full range of business products backup utilities. Commodore 64s & software in stock. For price lists and information ring

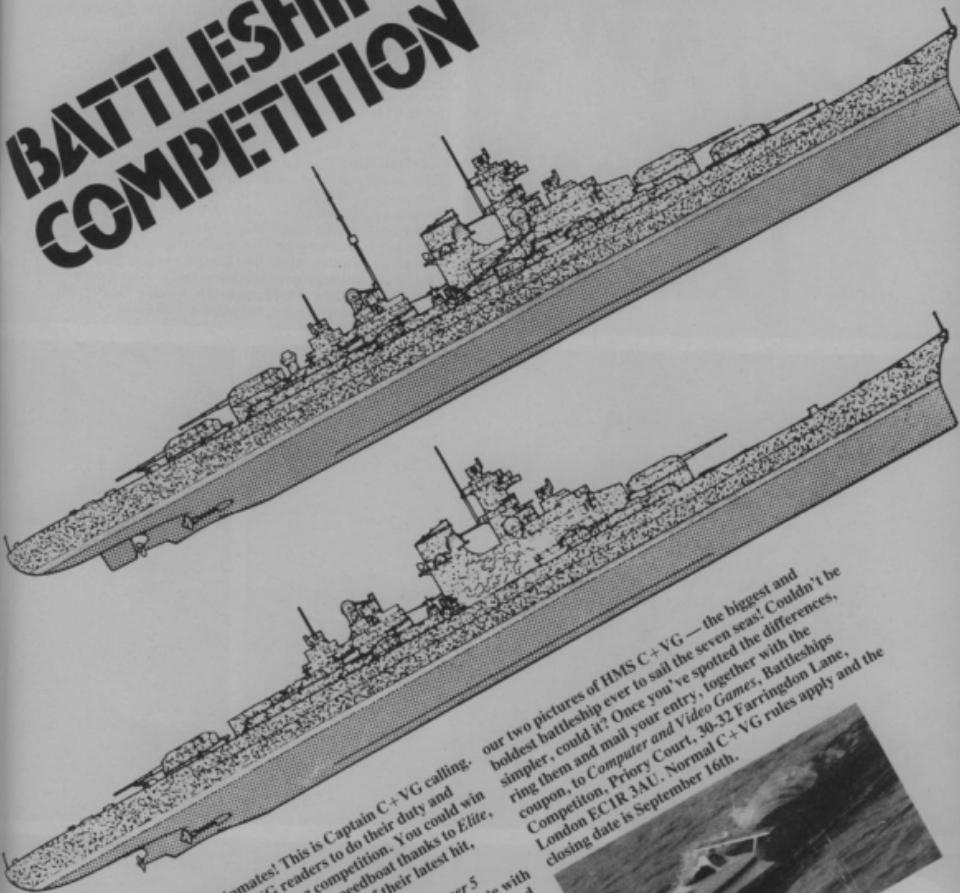
Harlow (0279) 639567

Cheques post orders made payable to:

## Computer Angle

Unit A, 31 Amherst Lodge, Bramble Rise,  
Hodings Road Harlow, Essex CM20 1EE

# BATTLESHIPS COMPETITION

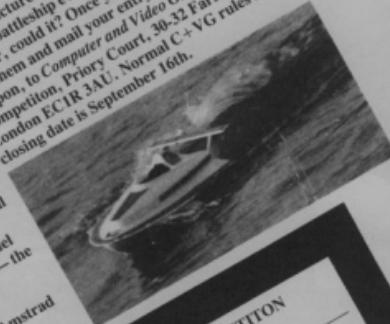


● Ahoy there shipmates! This is Captain C+VG calling. And I expect all C+VG readers to do their duty and enter this special sea-faring competition! You could win an awesome radio-controlled speedboat thanks to *Elite, Battleships!*

● First prize-winner will get a *Niko Challenger 5* radio-controlled speed-boat which comes complete with hand-held transmitter. Challenger 5 is super-sleek and super fast and will blow away anything else at your local pond! PLUS a second copy of the *Battleships* game.

● Three second prize-winners will get an Airfix model of one of the most infamous battleships of all time — the Bismarck. PLUS copies of *Battleships* — 25 runners-up will get a copy of *Battleships* — currently available for the C64/Spectrum and Amstrad and soon to be released on the ST. To win all you have to do is spot the five differences in

our two pictures of HMS C+VG — the biggest and boldest battleship ever to sail the seven seas! Couldn't be simpler, could it? Once you've spotted the differences, ring them, and mail your entry, together with the coupon, to Computer and Video Games, Battleships Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Normal C+VG rules apply and the closing date is September 16th.



C+VG/ELITE BATTLESHIPS COMPETITION

Name \_\_\_\_\_

Address \_\_\_\_\_

Computer owned (tick box) Spectrum  C64   
Amstrad  ST

# Frame Up!

Thunderbirds are Go on the ST thanks to Atari artist Shaun Davies of Barnsley! He created these neat pics from his favourite TV show using Mirrorsoft's Art Director. Meanwhile, a CompuNet freak, Boz has set us a couple of his pics — The Wizard and good old Clint. Mr Eastwood also featured on an Amstrad tape from Wayne Grover who drew his fave movie star in a scene from *Heartbreak Ridge*. Hugh Binns from Wolverhampton flies high with is Airwolf art. Karl Hornell, programmer of the budget blast Fungus, sent us this cute picture of the lovely Melissa Ravenflame and says a big hello to C/VG readers in his home country of Sweden. Remember — keep those screen gems coming. Send your discs — complete with comprehensive loading instructions and a totally indestructible sticker or something with your name, age and address on it — to Computer and Video Games, Frame-Up, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



Boz





•nirin•

# COMPUTER VIDEO GAMES

I BUY C+VG EVERY MONTH. IT COVERS ALL COMPUTERS. THERE'S MORE GAMES REVIEWS, BETTER COMPETITIONS, FREE POSTERS. GREAT HINTS & TIPS AND THE BEST ADVENTURE COLUMN IN THE WORLD... OH AND IT'S GOT MY PICTURE IN IT!

BIG RED CAN'T BE WRONG. COMPUTER & VIDEO GAMES. THE BIGGEST SELLING GAMES MAG IN THE WORLD.

ON SALE 15th OF EVERY MONTH.

Big Red has either stamped on my local newsagent or Mellissa has run off with him. Either way I'm having trouble getting hold of my monthly copy of C+VG.

Please help.  
Signed

*Desperate*

#### Editor's Reply.

I'm afraid Big Red can get a bit out of hand, and as for Mellissa well there's no accounting for taste. To ensure you don't miss a single copy of C+VG, why not take out a subscription. We guarantee that you'll receive 12 months' issues, posted direct to your door on the 15th of every month.



Please start me a subscription to  
Computer & Video Games.

Tick Box

U.K. £15

Europe \$28

(Surface Mail) - Rest of World \$35

(Airmail) - Rest of World \$60

I enclose a cheque/P.O. for £\_\_\_\_\_

Please debit my Access/Visa A/c: \_\_\_\_\_

Amount \$\_\_\_\_\_ Number \_\_\_\_\_

Expiry Date \_\_\_\_\_ Signed \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Please make cheques payable to  
Computer & Video Games.

Return to: Carl Dunne, C+VG, Magazine Services, EMAP,  
30-32 Farringdon Lane, London EC1R 3AU.  
Telephone: 01-251 6222.





The first thing I would like to do this month is thank all the people who wrote in applying for the reviewing positions that I offered in the July edition. There were hundreds of letters which ranged from the sublime to the ridiculous. Someone even tried to bribe me!! I can assure you that I read every letter and the people who were selected will be notified shortly.

I just regret that there are not enough games for everyone to playtest at the moment, but new games are being created daily so eventually everyone will get to test one. It just takes time.

Talking of time, the time, date and place of the next K. J. C. London pub meet has been announced. It will start at 11am on 3rd October at "The Horn Of Plenty" public house, which is 25 yards on the right of Mile End tube station (Central Line).

Once again a couple of hundred P.B.Mers will spend the day chatting about K. J. C.'s four games, *It's A Crime*, *Earthwood*, *Crasimoff's World* and *Capital*. Kevin Cropper, K. J. C.'s managing director,

will be attending and he will be bringing with him a couple of his GMs to answer all your queries/problems.

For those of you who have never been to a K. J. C. pub meet, I'll give you a brief idea of what you've been missing. It is the chance for you to actually meet the other players in your game and discuss tactics whilst you have a drink. You get to meet loads of new people, pick up hints about the game, make alliances, sort out your problems and generally have a great time.

This time the meet has been arranged so that we will not have to move (or in some people's case, stagger) out of the pub. The publican has very kindly agreed to apply for an extension and he will open throughout the afternoon. Hot and cold meals will be available all day.

All C+VG readers of the age of 16 and above are welcome. If you have never played a P.B.M. before, please feel free to attend as this is a golden opportunity for you to get involved with a great hobby. Even if you do play P.B.M. but don't play any

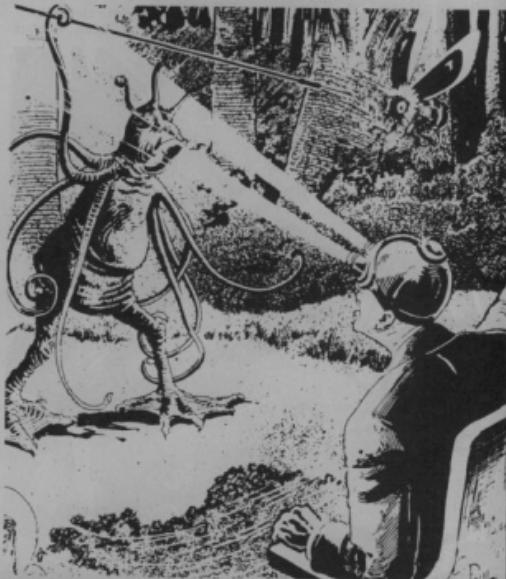
of K.J.C.'s games, you will learn a lot about P.B.M. in general if you turn up. Also, you do not have to live in London to attend. There will be people from the length and breadth of the country.

This is a chance for the readers playing in the special C+VG version of *It's A Crime* to come along and pick up a few game winning hints. A few people from C+VG, including myself, will be attending, so please come over and have a chat. See you there!!

Moving on now to the long awaited Sloth Enterprises, "Gameplan" competition results, it is apparent that the question I set in June edition confused a few people as it was slightly ambiguous. I asked "Who won the 1984 Superbowl" and the answer to this could have been either the L.A. Raiders, the team who actually won the Superbowl in the year 1984 or the San Francisco 49'ers who won Superbowl XIX at the climax of the 1984 season. To compensate for this I decided to accept either answer and

below are the details of the ten winners: Mark Walton of Sidcup, Kevin Pack of Higham Ferrers, Simon Cotterill of Stock-on-Trent, Stephen Dulson of Kinver, Wai Cheong Kwok of Braintree, David Haffner of Redditch, Kenneth Banks of Glasgow, Robert Gotobed of Harlow, Martin Owen of Caernarfon and Nicholas Caie of Oxford. They should be receiving their prizes shortly.

By the way, the people at Sloth wish to apologise through the pages of this magazine to their players for the dramatic increase in the length of the turn round time with regards to their other games. They have informed me that the increase is due to the fact that they have just lost two GMs, moved into new office accommodation and had a lot of their staff take their summer holidays. However, they assure me that they have broken the back of the backlog and hope to resume their usual regular service as soon as possible.





Sloth enterprises has informed me that they are having another 1,000 copies of the Gameplan rules reprinted. They have extended a unique, one-off limited period offer to all C+VG readers as follows: If you write into me, enclosing the logo at the top of the page asking for a copy of the "Gameplan" rulebook, you will be sent on

**ABSOLUTELY FREE!!!**

#### **SPELLBINDER OFFER**

How do you fancy getting a set up, a rule book and three turns

in respect of a long established P.B.M. game, all for the price of an S.A.E.? This is the offer *Spellbinder Games* has kindly made all C+VG readers. Yes, if you write into me enclosing a S.A.E. I will pass it on to Spellbinder and they will send you all the above for their game *Spiral Arm*. I intend reviewing this game shortly, but to give you some idea of what it is all about I can tell you that it is a computer moderated, fixed deadline game based around sci-fi and space travel. It is a game of economics, diplomacy, strategy and warfare, where you try to become ultimate ruler of the Galaxy!! The game is limited to 50 players per game and features a map with over 640 stars, seven spaceship classes, eight racial types, four modes of space movement, space and planetary combat plus colonization and technological development. Interested? Then send me a S.A.E. now.

#### **GIZZA A JOB**

Last month, Mitre Games were looking for new GMs, however this month it is the turn of Anvil Games, who run

the rapidly expanding P.B.M. called *Pangea*. They are looking for a new GM now because they realise that in a couple of months' time their game will be so big that they will not be able to cope on their own. They have asked me to announce that if anyone out there has a wide experience of fantasy role playing, a wild imagination, good handwriting (that's me out!) and a good sense of humour, then there is a job going for you. You should be 18 or over, have a couple of O Levels (including English) and be prepared for a move to Surrey. The wages are not a king's ransom, but the job is fun and at the same time interesting. A liking for Rockabilly music (yech!) will also be an advantage. If anybody out there thinks that they suit the bill, drop me a line and I will pass it on.

#### **● REVIEW HEROPRESS**

I have made it my policy not to immediately review games that get sent to me from companies that I or my colleagues in the P.B.M. world have never heard of just in case they fold, leaving the C+VG readers, who have paid good money, high and dry.

However once in a while a P.B.M. rulebook turns up that gives off good vibes about the game and the company that runs it. *Heropress* is one of these games.

For a start, it is very unusual. It is the only game of its kind that I know which is based around comic strip superheroes. You play the part of a superhero that you create and you have to live your life either defending the weak human population from the superbaddies or trying to make the population your slaves.

You can also forget about all the comics you may have read, to some extent, because in this world if a member of the public say flying overhead, they are not going to say "Look there is a super person flying up there; Aren't we safe?" they are more likely to shout, "Hell's teeth!! There

is someone up there flying!!!"

The world of *Heropress* is very, very unusual and that makes it extremely interesting. It is not like any comic book world that I have read about and I have read over 10,000 comics. The trick to playing this P.B.M. is to play yourself. The game is based around YOU being the superperson.

#### **CREATING YOUR CHARACTER**

The first thing you must do is create the NEW you. You should take an honest look at yourself and grade yourself between 0 and 100, in the following characteristics:

**Health:** This determines how much damage you can take, how fit you are and what kind of trials you can survive i.e. how long you can hold your breath etc.

**Agility:** This shows how well co-ordinated you are, how well you hit and dodge in combat.

**Might:** This is a measure of your actual strength showing how much you can lift and how much damage you do in unarmed combat.

**Popularity:** This measures the amount of respect and recognition you get as a superhero from the members of the public. It can range from the public thinking you're a nice person to trust to them believing you are a thug in a silly suit.

**Movement:** The measure of your ability to get from A to B in the shortest possible time.

Of course the above system is open to abuse as you could put 100 in every statistic, but you would be cheating no one but yourself. This game has no winners and is only played for fun. Also I know that the G.M. has a very good and effective way of dealing with superpeople who are perfect in everyway, so don't bother trying to fiddle.

#### **WAYNE'S VERDICT**

On the whole this looks a very, very good game. There is masses of background info, the world has been created in depth to give a real life feel to it and the presentation of the game as a FUN based P.B.M. appealed to me.



# IMPLOSION

World is  
YOUR ATTACK...  
WHEN UNDER ATTACK  
UNDER FICK BACK

The **HARDEST EVER**,  
Without doubt, the **scariest completion**.  
**multi-screen will deft game player.**  
**IMPLOSION** the **most** **adult** **game** **player**.  
by even the **360°** **scrolling action**,

8 **levels** of **360°**  
**play field**.

Dual **play** **multi-colour** **sound**

Arcade style multi-channel sound

Arcade style multi-channel sound  
officers.  
Conceived and created in Inc.



COMMODORE 64 DISK...£14.95 COMMODORE 64 CASSETTE...£9.95  
SPECTRUM 48/128 CASSETTE...£8.95

tel (0423) 525125 fax 265871 MONREF G. OXFORD 72 MAG 71/20

CASCADE

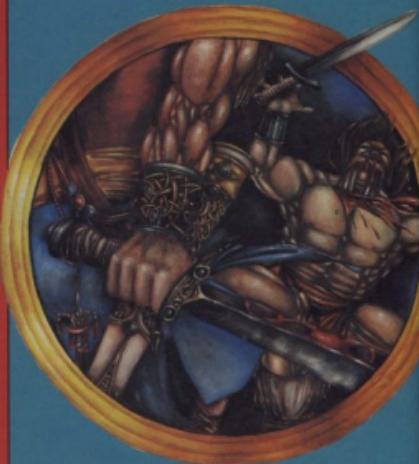
Screen shots are taken from the COMMODORE 64 version.

# BARBARIAN ART



• STEVE LYTTLE

By the beard of Crom! You went wild over **Barbarian** competition — C+VG's offices was almost overwhelmed by muscle-bound warriors swinging their mighty broadswords all over the place! Here are the winners and runners-up for the rest of you to enjoy. Steve Brown, who designed **Palace's** mega-game, waded in to help us judge the competition and picked out Steve Lyttle from Belfast as the overall winner. Richard Thomas from Manchester picked up second prize. Once again we were amazed at the quality and the number of entries — sorry more of you can't win something!



• RICHARD THOMAS



• RICHARD THOMAS



• WAYNE ALLEN

# ART COMPETITION



DAVID KEMP



KELVIN NASH



RICHARD MCINTYRE



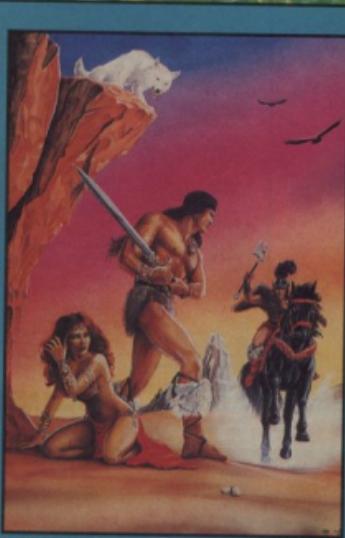
CASPAR HANSON



ELIOT SUDBURY



MICHAEL PEEL



WILLIAM LEE WAH KAN



HELEN BELL



# SYSTEMS ARCHITECTS

**BUDGET**  
Software 40K  
£1.25 each  
or 5 for £5.50

Guitarist Willow Pattern BMX Simulator Little Al Brainsache Megabucks Oil & Lisa Ninja Master Thrust Phantomas Vampire Super Shuffle Terra Cognita Hyperbowl Kobayashi Naru Nezins Dome Handheldslinger Armageddon Gaveman Headcracker Rider Sheer Panic Taffy Turner Kings Keep Pheasant Shuttle Shock Freek Jasper Ziggurat Rader Barber Bob Ten Years After Turbo Riders Glug Glug Doggsbody Laserwarp Jook Professional Snooker Imagination SOS Thrust II Mad Nurse Cyrix One Hundred & Eighty Tomb of Syrus Seal Pezi Flip Flap Luddites Adventure Billy Blueberry Donn Bouncing Bert & Eskimo Capers Castle Condit & Battle Tomahate Alchemist Cave-man Derby Day Gaudi Freds Fan Factory Monsters in Hell Toolkit Mad Martha MacGyver Loony Lander Gridrunner HippoBalls Handicaps Golf The Chess Player Dominique Sudden Death Striker Robot Messiah Magic Roundabout Sheepwalk 40 Timegate Robber

£5 each or any 3 for £15  
TWOTEF Blockbusters Xtreme

Gelfpoli Wildstar Darts

Ace of Aces

Donkey Kong

Super Cycle

Breakthrough

Dandy

Polar Position

Droids

Big Names Bonanza

DEFCON

Skate Rock

Pathetic & Uridum

Chameleon

Pitstop 2

Jalibrauk

Footballer of the Year

He's a Winner

Kat Trap

Herrbell

Butch Hard Guy

Space Harrier

Snowball Dao

Samuri

Ghost & Goblins

Fearless

Shaggy Glimmer

Tog Sun

Infiltrator

Cobra

Nostalgia

Balding

Donkey Kong

Nuclear Embargo

Mutants

10th Frame

Giant

The Vikings

Agent Orange

Leaderboard

Dodge Geezers

Plat 94

Sailing

Raid 2000

Police Patrol

Cystal Castles

Computer Hits 3

Vietnam

PSI-5 Co.

Seidler One

Delta

FA Cup Football 87

Elite 6 Pack

Robot

The Sentinel

Sky Runner

Ace

Leaderboard Exec.

Starmania

Phantom

Knuckledusters

Space Invaders

TWOTEF

The Sydney Affair

Scott Adams Scopps

Entire

Star Raiders 2

Little China

Tracker

Krakow

Americas Cup

Delta

Phantom

Cobra

Delta

Scrabbler

Dragon's Lair II

Countdown to Meltdown

Breakthrough

Armour of Antirad

Cost Up Hits

X-39 Fighter

Adventures

Sigma 7

Terra Cresta

Silent Service

Ye Ar Kung Fu II

Star Trek

Space Invaders

Paperboy

Superfly II

Championship Wrestling

Death Take

1942

Apache Gold

Magic Madness

SOS

Return of Space Warrior  
The Equalizer  
Pneumatic Hammers

**COMMODORE 64 TITLES**

£5 each or any 3 for £15

Grand Hill

Howard the Duck

Battlestar Galactica

Acro-Jet

Jalibrauk

Footballer of the Year

He's a Winner

World Games

Deadline

Enchanter

Star Games 1

Lighthorse

There Once Was a Million 3

Field of Fire

Shockwave Rider

Indoor Sports

Nether Earth

Neurosis

Star Raiders 2

Five Star

Big Trouble

Leaderboard Team  
Terror of the Deep  
Avalanche

One to One

Skyfox

Galaxy Themes

Fairy Tale Adv.

Borrowed Time

Ballyhoo

Ice Throats

Ultima III

Ultima IV

Ultima V

Ultima VI

Ultima VII

Ultima VIII

Ultima IX

Ultima X

Ultima XI

Ultima XII

Ultima XIII

Ultima XIV

Ultima XV

Ultima XVI

Ultima XVII

Ultima XVIII

Ultima XVIX

Ultima XX

Ultima XXI

Ultima XXII

Ultima XXIII

Ultima XXIV

Ultima XXV

Ultima XXVI

Ultima XXVII

Ultima XXVIII

Ultima XXIX

Ultima XXX

Ultima XXI

Ultima XXII

Ultima XXIII

Ultima XXIV

Ultima XXV

Ultima XXVI

Ultima XXVII

Ultima XXVIII

Ultima XXIX

Ultima XXX

Ultima XXI

Ultima XXII

Ultima XXIII

Ultima XXIV

Ultima XXV

Ultima XXVI

Ultima XXVII

Ultima XXVIII

Ultima XXIX

Ultima XXX

Ultima XXI

Ultima XXII

Ultima XXIII

Ultima XXIV

Ultima XXV

Ultima XXVI

Ultima XXVII

Ultima XXVIII

Ultima XXIX

Ultima XXX

Ultima XXI

Ultima XXII

Ultima XXIII

Ultima XXIV

Ultima XXV

Ultima XXVI

Ultima XXVII

Ultima XXVIII

Ultima XXIX

Ultima XXX

Ultima XXI

Ultima XXII

Ultima XXIII

Ultima XXIV

Ultima XXV

Ultima XXVI

Ultima XXVII

Ultima XXVIII

Ultima XXIX

Ultima XXX

Ultima XXI

Ultima XXII

Ultima XXIII

Ultima XXIV

Ultima XXV

Ultima XXVI

Ultima XXVII

Ultima XXVIII

Ultima XXIX

Ultima XXX

Ultima XXI

Ultima XXII

Ultima XXIII

Ultima XXIV

Ultima XXV

Ultima XXVI

Ultima XXVII

Ultima XXVIII

Ultima XXIX

Ultima XXX

Ultima XXI

Ultima XXII

Ultima XXIII

Ultima XXIV

Ultima XXV

Ultima XXVI

Ultima XXVII

Ultima XXVIII

Ultima XXIX

Ultima XXX

Ultima XXI

Ultima XXII

Ultima XXIII

Ultima XXIV

Ultima XXV

Ultima XXVI

Ultima XXVII

Ultima XXVIII

Ultima XXIX

Ultima XXX

Ultima XXI

Ultima XXII

Ultima XXIII

Ultima XXIV

Ultima XXV

Ultima XXVI

Ultima XXVII

Ultima XXVIII

Ultima XXIX

Ultima XXX

Ultima XXI

Ultima XXII

Ultima XXIII

Ultima XXIV

Ultima XXV

Ultima XXVI

Ultima XXVII

Ultima XXVIII

Ultima XXIX

Ultima XXX

Ultima XXI

Ultima XXII

Ultima XXIII

Ultima XXIV

Ultima XXV

Ultima XXVI

Ultima XXVII

Ultima XXVIII

Ultima XXIX

Ultima XXX

Ultima XXI

Ultima XXII

Ultima XXIII

Ultima XXIV

Ultima XXV

Ultima XXVI

Ultima XXVII

Ultima XXVIII

Ultima XXIX

Ultima XXX

Ultima XXI

Ultima XXII

Ultima XXIII

Ultima XXIV

Ultima XXV

Ultima XXVI

Ultima XXVII

Ultima XXVIII

Ultima XXIX

Ultima XXX

Ultima XXI

Ultima XXII

Ultima XXIII

Ultima XXIV

Ultima XXV

Ultima XXVI

Ultima XXVII

Ultima XXVIII

Ultima XXIX

Ultima XXX

Ultima XXI

Ultima XXII

</

# BARBARIAN COMPETITION



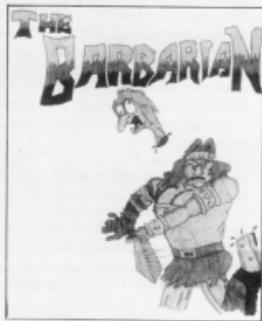
• GAVIN JEFFERIES



• GRAHAM CORKER



• M. BAGSHAW



• DAVID GRIFFITHS



• JONATHON BLACK



• MATT LYON



# Fantasy

**It's horrible, it's disgusting and it's dangerous. Yes, it's C+VG's very own PBM Wizard Wayne — alias Tol-Harquin the Barbarian.**

**Wayne grabbed his trusty broad-sword and headed off to the Isle of Dread to find fame, fortune and mostly green monsters to play with.**

About a year ago Peter Garner, who runs the *Labyrinth*, invited a select group of C+VG people to explore the wonderful world of his *Labyrinth Live Role Playing Society* below the earth in his specially excavated caves. A good time was had by all. Since that date, the *Labyrinth* has expanded and become the largest and most successful live roleplaying society to date.

Always trying to keep one step ahead, Peter decided that he would rent an island and run live roleplaying on it in a series of 24 hour adventure. It was to this place that I was invited to try my luck, a mysterious island in the middle of the Medway, near Gillingham.

I arrived to find Pete unloading his van — a second hand ambulance — of all the fighting equipment and costume we would need for the day. Swords, covered in the infamous Gaffa tape, shields and armour were in abundance. As Pete went through explaining the

▼ *The big, bad monsters attack yet again leaving Tol-Harquin no option but to smash 'em with his sword.*

basic rules to the others who had never played before, I, as a veteran, was deciding what character class to play. Out of the four choices of Warrior, Elementalist, Priest and Scout, there was only one real choice — a WARRIOR!!

So it was here on the pier that Tol-Harquin the Barbarian was born. A broad sword and small shield were thrust in my hands and I stripped off to the waist, ready for action. I leapt on the boat and away we went. On the boat, the others were eagerly getting stuck into the face and body paint. I initially declined, but when I gave it some thought, my favourite barbarian, Slaine from 2000 AD, always wore paints. I got stuck in. One black strip across the eyes and one across the mouth did my face, then it was onto the body. I decided that I was a member of the black nipple tribe, so I immediately sprayed them black.

After a short ride we jumped off

the boat, and we were told that the reason we were here was because our "loving" Emperor had written to us saying that a fallen angel of evil was on the island doing all kinds of nasty business and, most importantly, not paying his rent. We were to sort him out or we would be sorted out by the town executioner. So our party of seven brave adventurers set out to sort the demon out.

Our first problem was to get into the fortress which was magically sealed by a spiritual key. After a short discussion we decided

and shield clashing and the screams of battle filled the air. In the end our skill and strength of numbers finished them off. But at a price! Many of our party had serious wounds and if we didn't get help soon, this would be a short adventure!

We searched the island and ran into a few more encounters, which we managed to somehow win, before we found a man tied to a pole in the sea, being slowly drowned. We killed off his captors and rescued him, but one of our party was killed. He seemed very



▲ Tol-Harquin the Barbarian indulges in a little pre-adventure sparring.



to search the island. We had been searching for no longer than ten minutes when a skull faced midget, wielding a sword in each hand, popped up through the long grass and started screaming abuse at us.

We discovered he was evil by casting a magic spell that forced him to tell us his alignment — good or evil. We shot through the grass at him, behind the covering fire of our Welsh archer. However, when we got to within six feet of him five other monstrous creatures with silver faces and fangs jumped upon us and attacked. We had fallen into a well laid trap. Quickly we regrouped and fought our opponents. The sound of swords

confused, but he did manage through magical means to cure most of our wounds with special herbs.

We also bumped into a palladin who was unfortunately being attacked by some nasty green orcs. We didn't manage to save him, but I relieved him of a nice silver sword that he could no longer use.

However, we still couldn't get through the spiritual door! Suddenly, one of our priests told us he had found a scroll hidden in a small shrine with which he could do an exorcism. He was reading it over the man he rescued, when we were attacked once more. This time it was Trolls, who we could

# Island!



not kill, so we burnt them!!

By this time the man we rescued had recovered his memory. We found out that the spiritual key was in this man's body. So he approached the door and cast a spell and the door magically creaked open.

We waded through the ankle deep mud and water only to be confronted by a circular passageway off of which led numerous dark tunnels. It was about this time the explosions went off and the smoke began to fill the air. This time we were fighting



▲ Sir Hugh the Archer.

about six humans and there was also a man dressed in a magician's garb. We battled bravely on, being chased and chasing around and around the circular passage way. It came as no surprise when the guy in the magician's garb started casting spells at us shattering our weapons and shields. This battle lasted about 30 minutes and we were really badly wounded. We then were lucky enough to find some potions and scrolls which went some way to healing our wounds.

We then found another magical door and to this day I do not know how we managed to open it. However, we got through to the

pitch black, muddy, wet, smelly corridor, which was only big enough for single file. We slowly wandered down it and entered a small, smoke filled room.

It was full of candles and looked like an altar room. There were some silver plates on the floor and the greedy ones amongst us dived for them. Too late!! They were trapped and loud explosions rocketed through air. Then four men appeared as well as a demon which had red flashing eyes, horns and a maniacal laugh. It told us to leave or die. That was it!! The weapons came out and there was absolute chaos. Once again our priest came to our aid. He read a scroll which disintegrated the monsters and turned the demon's zombie servant on himself, and killed him.

We then moved out of the passage way into the bright light, only to be confronted by a group of Zombies. These caught us off our guard and battle weary and battle weary another one of our party bit the dust, never to rise again.

Then we bumped into him! The main man. The fallen angel. He was confident, he was arrogant, he was hard!! We first had to over come his Zombie servants and he cast all kinds of spells at us that

paralysed us, blinded us and made us run away in fear. Eventually, I realised that my silver sword hurt him real bad, so after I lent it to a friend, who was stronger than me and got stuck in myself, we chased him outside the fortress into the open and slew him by the power of the sword. Our priests exorcised his body and we gathered up our treasure. Then it was back to the boat and off to the mainland. We all vowed to avenge our lost comrades and agreed to fight evil

wherever it rose. We would return.

If you'd like to try your hand at an adventure on the Isle of Dread you should write to Pete Garner, The Labyrinth Club, 77 Hinton Road, Herne Hill, London, SE24.

The 24 hour adventure costs £35, the 12 hours costs £19 and nine hour adventure £15.

▼ What adventure would be complete without a pair of mad monks.



▼ After a hard day's fighting even the monsters look like they could do with a pint!





# ARCA

**Clare Edgeley reports on Sega's version of Ronnie Raygun's newest toy — SDI. Can you defend freedom and democracy? She also takes a trip back in time to do battle with Dragon Split.**

## ► SDI

**Strategic Defence Initiative** is the latest biggie from Sega, housed in a huge upright cabinet complete with rows of flashing lights along the top.

The game is divided into two halves — Offensive Half and Defensive Half. The offensive half comes first and is played out high above the Earth in space. Settled in your space capsule complete with roving gun sights, you've got to stop the opposing super-power gaining military supremacy in space.

That means blasting away at all enemy missiles, satellites, rockets, flying space stations and the host of other space junk, while dodging the laser bolts which come your way. This isn't as easy as it sounds. Your space craft is controlled by an eight-directional joystick with a fire button set on top, but your sights are controlled by a trackball. So while guiding the sights onto target, you must keep an eye on your craft in order to move it out of danger.

As you get better and move onto further levels, the numbers of enemy units increase until the screen is almost filled to overflowing. At these times it's difficult to destroy everything as the units each move at different speeds and will usually disappear out of the screen. Enemy fire is also increased and there's more likely to be a collision.

Power capsules can be picked up, and these ease life greatly by increasing the number of your sights, enlarging the area of an explosion or simply by increasing your ship's speed. When going for a power capsule which is attached to the bottom of a satellite, make sure you're close enough to pick it up as it drops. Otherwise it'll drift off the edge of the screen before you can catch it.

After a time, a shuttle flies onto the screen, scoops up the craft and your score is drawn up on a grid to show how well you did. The areas you are judged on include the numbers of enemy missiles, satellites, fighters and bases you've

managed to destroy. And then it's onto the defensive half which, to my mind, is much simpler. This time a large section of the Earth fills the screen and you've got to blast the enemy missiles as they zoom towards their destination. Head-on they look like deadly arrow heads, and if you can get them before they enter the atmosphere your job's made that much easier. On entering the

atmosphere, they start to burn red while speeding up and when there are four or five bunched together, you may find it impossible to destroy them all before they reach target. As a great number of missiles will be travelling at any one time, all at varying distances from the planet's surface, the trick is to leave the ones that are only just starting their flight and concentrate on the ones closer in.

The defensive stage can be quite hectic, but isn't nearly as exciting as the offensive half. Once again, a shuttle zooms in to pick you up and this time the score board includes a percentage mark on how well you've done on defence.

JUP 87170 TOP 148670 LUP

**CAPTAIN SILVER**

**Captain Silver** is the latest release from Data East. It's a game in which you have to search for a castle through a number of scenarios, fighting your way past a host of hostile guardians and weird objects, and picking up various goodies which help on your quest or give extra points.

Your first task is to go through a town and make your way to the wharf. However, to get through the castle gates you've got to impale a couple of the castle's guardians looking suspiciously like bulls trotting upright on their hind-legs. One of these will drop, amongst other things, a key. When you're there, pick up the key and type out the name CAPTAIN SILVER at the bottom of the screen at which point you'll be awarded a spell.

Captain Silver's no walk-over. Just getting to the town is a chore, what with massive cats leaping off walls to claw you to death, mad bulls to stab and objects which hurtle towards you at knee-level.

Out comes the trusty sword — not an interesting piratical cutlass — but an ordinary, boring old sword which can be used to slash at anything coming within swinging range. You'll have to be quick on your feet though, bulls charge from both sides with alarming frequency and the cats tend to drop down on you just when you're busy with something else. And the nearer you get to the wharf, the nearer you get to the sword.

Clare Edgeley is a reporter for *Computer Games*. She has a degree in English literature and is currently writing her thesis on the history of the computer game. She has been playing computer games since the early days of the BBC Micro and has a particular fondness for strategy games. She also enjoys writing reviews and features for the magazine. She lives in a small village in the countryside and spends her spare time reading books and playing computer games.



After a time, a shuttle flies onto the screen, scoops up the craft and your score is drawn up on a grid to show how well you did. The areas you are judged on include the numbers of enemy missiles, satellites, fighters and bases you've

managed to destroy. And then it's onto the defensive half which, to my mind, is much simpler. This time a large section of the Earth fills the screen and you've got to blast the enemy missiles as they zoom towards their destination. Head-on they look like deadly arrow heads, and if you can get them before they enter the atmosphere your job's made that much easier. On entering the

atmosphere, they start to burn red while speeding up and when there are four or five bunched together, you may find it impossible to destroy them all before they reach target. As a great number of missiles will be travelling at any one time, all at varying distances from the planet's surface, the trick is to leave the ones that are only just starting their flight and concentrate on the ones closer in.

The defensive stage can be quite hectic, but isn't nearly as exciting as the offensive half. Once again, a shuttle zooms in to pick you up and this time the score board includes a percentage mark on how well you've done on defence.

The sound is minimal and though rockets disintegrate with a satisfying Boom!, other bits and pieces fizzle out in a disappointingly silent fashion. SDI is addictive in a quiet way and great fun to play, especially when using the two-player option, however, it's not one of those games that get the adrenaline pumping and your heart racing. Having said that, though I did pour rounds into the machine.

Out comes the trusty sword — not an interesting piratical cutlass — but an ordinary, boring old sword which can be used to slash at anything coming within swinging range. You'll have to be quick on your feet though, bulls charge from both sides with alarming frequency and the cats tend to drop down on you just when you're busy with something else. And the nearer you get to the wharf, the nearer you get to the sword.

Clare Edgeley is a reporter for *Computer Games*. She has a degree in English literature and is currently writing her thesis on the history of the computer game. She has been playing computer games since the early days of the BBC Micro and has a particular fondness for strategy games. She also enjoys writing reviews and features for the magazine. She lives in a small village in the countryside and spends her spare time reading books and playing computer games.

Clare Edgeley is a reporter for *Computer Games*. She has a degree in English literature and is currently writing her thesis on the history of the computer game. She has been playing computer games since the early days of the BBC Micro and has a particular fondness for strategy games. She also enjoys writing reviews and features for the magazine. She lives in a small village in the countryside and spends her spare time reading books and playing computer games.

Clare Edgeley is a reporter for *Computer Games*. She has a degree in English literature and is currently writing her thesis on the history of the computer game. She has been playing computer games since the early days of the BBC Micro and has a particular fondness for strategy games. She also enjoys writing reviews and features for the magazine. She lives in a small village in the countryside and spends her spare time reading books and playing computer games.

Clare Edgeley is a reporter for *Computer Games*. She has a degree in English literature and is currently writing her thesis on the history of the computer game. She has been playing computer games since the early days of the BBC Micro and has a particular fondness for strategy games. She also enjoys writing reviews and features for the magazine. She lives in a small village in the countryside and spends her spare time reading books and playing computer games.

Clare Edgeley is a reporter for *Computer Games*. She has a degree in English literature and is currently writing her thesis on the history of the computer game. She has been playing computer games since the early days of the BBC Micro and has a particular fondness for strategy games. She also enjoys writing reviews and features for the magazine. She lives in a small village in the countryside and spends her spare time reading books and playing computer games.

Clare Edgeley is a reporter for *Computer Games*. She has a degree in English literature and is currently writing her thesis on the history of the computer game. She has been playing computer games since the early days of the BBC Micro and has a particular fondness for strategy games. She also enjoys writing reviews and features for the magazine. She lives in a small village in the countryside and spends her spare time reading books and playing computer games.

Clare Edgeley is a reporter for *Computer Games*. She has a degree in English literature and is currently writing her thesis on the history of the computer game. She has been playing computer games since the early days of the BBC Micro and has a particular fondness for strategy games. She also enjoys writing reviews and features for the magazine. She lives in a small village in the countryside and spends her spare time reading books and playing computer games.

Clare Edgeley is a reporter for *Computer Games*. She has a degree in English literature and is currently writing her thesis on the history of the computer game. She has been playing computer games since the early days of the BBC Micro and has a particular fondness for strategy games. She also enjoys writing reviews and features for the magazine. She lives in a small village in the countryside and spends her spare time reading books and playing computer games.

# VIDEO ACTION



harder the going becomes.

Jumping into the air and ducking are absolutely vital if you're to avoid some of the hazards, and remember, you've got to collect as many objects as possible. Some are placed quite out of reach like the useful looking phial of liquid on

top of the wall in the early stages of the game.

Should you succeed in the first level, which I admit I didn't manage, then you'll be moved onto the next scenario on board a pirate ship. Kill the one-eyed pirates, duck their flying knives and scramble up the rigging to get the cowards sailing at the top. But your aim is to find the Captain who's lurking in the bowels.

The third stage may reveal the treasure at the end of the rainbow — sorry, I mean island, as it's on this deserted hump of sand, inhabited only by spear-wielding natives and many coconut trees, that the smell of gold gets stronger. By this time you'll know to duck flying arrows, stab at falling coconuts and put an end to the giant killer crabs. These tend to sidle up on you from both directions, and before you know it a coconut will land on your bonce, stunning you while the crabs get to work on your toes.

Occasionally a fairy appears, and if you manage to jump on it you see a few extra weapons. Believe me, shooting a dragon from a distance is a whole lot easier than a close tussle. Also line your pockets in route with gold dubloons, and make sure any key lying around is picked up because you're bound to need it at a later stage in the game.

The sound is reasonable, the sprites and general backgrounds are excellent and though Cap'n Silver's not exactly fast on his pins, at least the game doesn't dwindle. One horrible noise, though, erupts from the good Captain's mouth every time he makes a stab or something.

All in all, not a game I'd make a song and dance about, but it's mildly addictive, quite tricky and the scenario's been well thought out.

100% CAPTAIN SILVER



## ► DRAGON SPLIT

Namco's Dragon Split is basically a shoot 'em up of the Galaxian type with a dragon taking the place of the more usual space craft. Dodging is called for here and also a good bit of nifty shooting if you're to clear the ancient swamps of prehistoric relics and the skies of flaming birds.

The birds, all coloured yellow, are the first to attack, swirling and swooping down in formation, and your winged dragon is going to have to fly round the skies to get them all. You've got three lives and three broken wings to health before you lose a life. Beams touched or hit by the enemy counts as a brush with death. So even if you accidentally clip wings with a bird your dragon lets out a mighty squawk to warn you of his impending doom.

The landscape is pretty bare at first and takes you along a narrow river which widens to an estuary. And as it's filled with hostile prehistoric creatures doing their level best to kill you — you've got to cope with attacks from both the ground and the air.

The music is superb and your footwork soon becomes toppling away. Loud and full of rhythm, this is one of those rare occasions where the sound adds to the action.

As you travel the course of the river, the attacking creatures change and increase in numbers and ferocity. Still come the air attacks, but the ground based beasts also add their might throwing up a deadly collection of bombs which, at times, become difficult to avoid.

But added firepower is near at hand if you can shoot and catch it in time. Lying around in infrequent gaps you'll notice gorgonium eggs — both red and blue. Hit one of these with a bomb and out flies a small ball of the same colour. Catch the ball and if it's blue you'll gain an extra head but firing out a steady stream of flames, if it's red you'll be given extra fire power — both bombs and flames.

Dragon Split may not be original in theme, but it's quite a lot going for it. And though it joins the already swollen ranks of shoot-'em-ups in the Galaxian genre, it's tricky and addictive enough to encourage you to spend just another 20 pence.





# ARCADE ACTION

C+VG SEARCH FOR BRITAIN'S  
BEST ARCADE

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

My choice for best arcade is:

NAME: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

## BEAT THE BEST

The search is hotting up for the best coin-op player around. High scores are flooding in to the C+VG offices and arcade addicts are doing their nuts in an effort to beat the best. So send in your high scores NOW!

And that's not all, thanks to Euromax, who is sending out the High Scores Chart to many arcades round the country, you will be participating in a huge nationwide contest to find the ultimate champions.

If you would like your favourite arcade to get in on the action, get the owner to write to: C+VG's Hall of Fame, Euromax, Bessingby Industrial Estate, Bridlington, North Humberside Y16 3SJ.

## UK COIN-OP HIGH SCORES HALL OF FAME

Rygar	4,735,250	Keith Bradley, Blackburn, Lancs
Green Beret	6,166,500	Michael Robertson, Newcastle
Street Fighter	1,975,600	Graham Smith, Manchester
Ikari Warriors	2,192,200	Charles Taylor, Lincs
Gun Smoke	1,876,250	Gavin Davies, Swansea
Bubble Bobble	4,793,200	Keith Bradley, Blackburn, Lancs
Gauntlet II	6,758,572	C M Bradley, Sussex
Quartet	8,576,750	James Washburn
Yie Ar Kung Fu	9,999,999	Geoffrey Clarke, Sunderland
Out Run	350,070,030	Steve Martin, Leicestershire
Slap Fight	6,680,550	Phil, Farnworth, Bolton
Indiana Jones	1,180,060	U.S., Bristol
King Of Boxer	1,800,000	Gary Spencer, I.O.W.
Hyper Olympics	2,100,000	Gary Spencer, I.O.W.
Spellbunker	3,500,000	Gary Spencer, I.O.W.
Block	228,980	Jason Dowling, Dublin
Jackal	674,810	Paul Stokes, Sussex
Victory Road	130,200	Martin Deem, Hants
Rampage	68,400	Manish Ragavani, London E8
Battle Lane	1,343,700	Elou de Kok, Holland
Enduro Racer	22,020,000	Elou de Kok, Holland
XX Mission	1,565,300	D Prutt, Staffs
Valkr	116,400	D Prutt, Staffs
Great Gurlanons	2,970,800	Paul Stokes, Sussex
Mag Max	192,000	A J Rolfe, Cafe Chertsey, Surrey
A.S.O.	780,000	Fiz, Coventry
720°	264,950	Martin Deem, Hants
Arkanoid	995,410	Tony, Farnworth, Bolton
Rolling Thunder	491,100	Martin Deem, Hants
Legendary Wings	361,400	Matthew Preece, Kent
Side Arms	17,663,300	Jonathan Cook, Co Dublin
Gryzor	1,439,900	Simon Mills, Southport
Fighting Wings	101,400	Bredon Bird, Glasgow
Metro Cross	793,940	Gavin Davies, Swansea
Arm Wrestling	345,000	Peter Huesken, Holland
Jail Break	265,450	Martin Deem, Hants
Paperboy (Cheat Mode)	1,782,214,387	Matthew Hill, Sussex
Space Harrier	31,900,730	Matthew Preece, Kent
Hogan's Alley	325,000	Neil Coggins, Liverpool
Terra Cresta	10,000,000	Cao Nicholas, London W2
Section Z	3,200,500	L Murphy, Essex
Tokyo	3,485,070	Stuart Dixon, Oxon
Express Raiders	950,020	Matthew Preece, Kent
Tube Panic	428,368	Stuart Dixon, Oxon
Pacland	4,150,400	Mark Mendes, London, W10
Iron Horse	1,756,200	Jason Dowling, Dublin
Shoo Lin's Road	8,270,000	Fiz, Coventry
Mikie	310,800	Nigel Parker, W/Yorks
My Hero	9,857,212	Gavan Davies, Swansea
Trojans	280,650	Fiz, Coventry
Ghosts 'n' Goblins	7,554,700	Simon Lennox, N Ireland
Kung Fu Master	564,800	Romanio Lindhurst, Holland
Wonder Boy	2,020,170	Daz, Farnworth, Bolton
Tiger Heli	1,350,640	Larry Barr, Shropshire
1999	1,009,200	Geoffrey Clarke, Sunderland
Salamander	1,700,000	Keith Bradley, Blackburn, Lancs
Nemesis	1,195,500	Paul Ashworth, Plymouth, Devon
TX-1	289,000	G Whitham, Birmingham
Road Runner	2,000,000	U.S., Bexley, Kent
Gauntlet	5,867,911	Jeremy Watt, Cornwall
1942	12,164,310	Neil Wild, Farnworth, Bolton
Marble Madness	208,340	Martin Deem, Hants
Return of the Jedi	2,250,310	Martin Deem, Hants
Do Run Run	1,605,100	Adam Mastromarino, Bristol
Star Force	3,315,000	R Jones, Star Games, Dyfed
Buggy Boy	103,200	Peter Huesken, Holland
Super Mario Bros	2,702,800	Martin Deem, Hants
Hang On	49,658,320	Martin Deem, Hants
Commando	1,600,200	Bev, Farnworth, Bolton
Choplifter	2,238,400	Michael Kane, Scotland
Bomb Jack	16,424,000	Matti Javelin, Finland
10 Yard Fight	480,050	Brett Coates, Bristol
Track & Field	7,899,500	Nick Roberts, London
Tazzmania	2,300,000	Gary Spencer, I.O.W.
Robotron	388,950,910	P Coles, Cardiff
Pole Position	110,545	Matthew Bryden, Kent
Pac-Man	3,500,000	Christopher Burner, Lancs
Mr Do	10,000,000	Peter Huesken, Holland
Mr Do's Castle	679,720	Lee Taylor, Lancs
Elevator Action	149,000	Peter Huesken, Holland
Dragon's Lair	993,920	Lee Taylor, Lancs
Defender	2,000,000	Gary Spencer, I.O.W.
Flying Shark	558,340	Neil Wild, Farnworth, Bolton
Flicky	9,990,990	Neil & Steve, Farnworth, Bolton
Arian Mission	2,231,790	Phil, Farnworth, Bolton
Healey's Comet	574,450	Phil, Farnworth, Bolton
Legendary Soldiers	324,030	Phil, Farnworth, Bolton
SkyKid	496,000	Bev, Farnworth, Bolton
Pinball Action	2,400,180	Andy, Farnworth, Bolton
Soldier of Light	1,715,920	Leith Bradley, Blackburn
Psycho Soldier	182,200	M Hylands, Starburst, Bridlington
Psychic 5	2,7-6,100	N Watson, Starburst
Turbo	9,907, C	Fiz, Starburst
Side Pocket	48,500	P Bolton, Starburst

- 1. 1942
- 2. WONDERBOY
- 3. BUBBLE BOBBLE
- 4. PACLAND
- 5. BIONIC COMMAND
- 6. RYGAR
- 7. ARKANOID
- 8. TERRA CRESTA
- 9. EXPRESS RAIDERS
- 10. GHOSTS 'N' GOBLINS

• The Top Ten chart is compiled by Euromax and shows the most popular games nationwide.

CAPCOM  
SEGA  
TAITO  
NAMCO  
CAPCOM  
TECHMO  
TAITO  
NICHIBUTSU  
DATA EAST  
CAPCOM





# πr²

"I MUST COLLECT MY THOUGHTS"  
How many times have you said this?!  
Now's your chance to do it!!!  
with this addictive arcade game  
literally a ...

MIND GAME



MIND GAMES  
Victory House  
Leicester Place  
London  
WC2H 7NB

Available for Spectrum 48/128 - £7.95

Commodore 64/128 - £8.95, Commodore Disk - £12.95

# IMAGINE

**ARKANOID**

**THE BLOCKBUSTER!**

SCREEN AFTER SCREEN OF ONE OF THE MOST ADDICTIVE ARCADE GAMES EVER! IT'S TRUE TO THE ORIGINAL WITH SHARP GRAPHICS AND PLAY FEATURES SUCH AS LAZERS, CATCH AND HOLD, ELONGATOR AND MUCH, MUCH MORE. THIS IS ARKANOID - THE REAL THING! AMSTRAD £8.95 COMMODORE £8.95 SPECTRUM £7.95

**TAITO**  
COIN-OP

ARKANOID Licensed from Taito Corp., 1984.

**MAG MAX**

**Nichibutsu**

HOT FROM THE ARCADES, GET SHARDED YOU'LVE GOT TO DODGE THE MEAN MACHINE TO ITS AWESOME FIRE POWER TO STAND ANY CHANCE OF COMPLETING YOUR TASK. STUNNING GRAPHICS AND LIGHTNING GAME PLAY TEST YOUR REFLExES AND SHARP SHOOTING TO THE LIMITS. TAKE ON MAG MAX - IT'S A KILLER! AMSTRAD £8.95 COMMODORE £8.95 SPECTRUM £7.95

MAG MAX © Game Design Nichibutsu.

IMAGINE SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER

# ESTATION

TAITO  
COIN-OP

## SLAP FIGHT

FROM TAITO CORPORATION COMES SLAP FIGHT AND THE LAST WORD IN PLANET COMBAT. MULTI-SCREEN, REALISTIC GRAPHICS AND ALL THE COIN-OP FEATURES. ADDICTIVE AND COMPELLING - YOU JUST CAN'T PUT YOUR JOYSTICK DOWN!

AMSTRAD \$8.95  
COMMODORE \$8.95  
SPECTRUM \$7.95

SLAP FIGHT Licensed from Taito Corp., 1986.

## ARMY MOVES

YOU ARE ONE OF THE ELITE - A HANDPICKED, CRACK TROOPER IN BATTLE AGAINST A FORMIDABLE ENEMY. YOU'LL NEED ALL YOUR SKILL TO TAKE ADVANTAGE OF EVERY SITUATION, STAMINA TO KEEP ON GOING WHERE OTHERS WOULD FAIL, AND COURAGE TO FACE THE CRUELLESS BOMBARDMENT BY ENEMY TROOPS, HELICOPTERS AND ARTILLERY. AND IF YOU SURVIVE ARMY MOVES, YOU WILL HAVE SOME GREAT TALES TO TELL! AMSTRAD \$8.95  
COMMODORE \$8.95  
SPECTRUM \$7.95

DINAMIC

© 1986 Taito Corp. All rights reserved. Computer formats.

ARMY MOVES © 1987 Game Design Dinamic.

CHISTER · M2 5NS · TELEPHONE 061 834 3939 · TELEX 669977

# Street Scene.....



Bub and Bob, two under-weight Brontosaurs, are about to float onto computer screens everywhere after their highly successful run in the Taito coin-op **Bubble Bobble**. The Bronto brothers are spoiling for a fight, and they get it from the seven types of inhabitants of the game's 100 levels.

Meemies include Blubba, Benzo and Bonnie-Bo, but all pale into comparison



when the evil Baron Von Blubba hits the scene — he's the one it's hardest to destroy. Bub and Bob a gentle twosome. Not for them the finality of the laser blast, or the explosive blob bombs. Their only weapons are bubbles, blown from their gaping mouths, which encircle the bullies, float them up towards the top of the screen and bring them down on their heads with a burst. There're masses of

other exciting adventures to play out, diamonds to collect and bananas to eat ... but the secret of the game's surprise, so we won't give too much away.

The brill conversion work, done for Firebird by Software Creations, bears close comparison to the original coin-op but the sound track has yet to be added before its release in September.



Imagine the peace and serenity of the jungle. The burnished red of the setting sun, zebras, tigers, and lions grazing together near a pool, and the sudden titanic yell of **Jack the Nipper** as he glides to earth on his nappy parachute in his new game **Coconut Caper**. He was the one who got his family deported from Britain to the Aussie outback, but he didn't like the idea of all those dingos so he took a chance and jumped somewhere over Africa. Now he's got to avoid his father, who wants to give him a spanking — and the natives who aren't always friendly. But not to worry. There're plenty of naughty tasks for him to perform, as usual. He can act like a regular teeny Tarzan, swing on vine ropes, and throw coconuts or spears at the pygmies. The game will be on the Spectrum for £7.99 while Amstrad and Commodore cassettes will sell at £9.95. Alternatively you could try the Amstrad or Commodore disc versions at £14.99.



Crom! The Druid is back and he's twice as magickal! Yup, Druid the First may have been a big hit — but prepare yourself to be spellbound by the sequel, entitled **Enlightenment (Druid II)**. Created by **Dene Carter, Andrew Bailey** with music by **David Hanlon**, speech by **Simon Pick** and a killer loading screen by **Paul Doherty**, the game has heavy *D&D* influences and is coming your way on the **Firebird** label next month, initially on the 64.

Hasinaxx has a mission — to destroy

the Dark Mage before he destroys the land of Belorn. Fight off the living dead, wild trees and deadly mushrooms in the action packed arcade adventure.

*Druid II* is going to be big. Watch out for our players guide next issue.

The game comes with a comprehensive manual which explains — in true *D&D* fashion — how you can mix and match the spells you need to collect.

The Golem is back from the original *Druid*, but our hero can also call on other elementals to help him wipe out the big bad Dark Mage.

Megacity, that **2000AD** masochists' health farm, is a popular place. First Piranha licenses a rather unsuccessful **Rogue Trooper**, then Melbourne Mouse takes on **Judge Dredd** another limited success — and now Piranha is back at it with **Judge Death**.

This latest arcade thriller pits the beautiful but deadly, Judge Anderson against the dreaded Dark Judges. They've come from another dimension to wreak perverted justice and death on all living beings. Judge Death is their leader, a mummie of a monster with a claw that rips out human entrails. Only Anderson's blasing laser and psychic powers will save the Universe — and the game buying public.

The game, due out in September on Amstrad, Commodore and Spectrum games machines, will cost £8.99.



**Prof Humphrey Bogus**, inventor of the Digital Teabag and leader of the Lunar Renovation Project, has parked his latest weapon, The Tachyon Vortex, on the near side of the Moon and intends to wipe out the Earth. Your mission, should you choose to take part in such madness, is to destroy the infernal device during **Moon Strike**, a vertical scrolling flash through futuristic, digitised landscapes — only in this game your ship can fly over a giant picture of the Mona Lisa. The aliens are oddball too. Just wait until the hail of animated coins, bombs and pizzas hit you. **Moon Strike** has been programmed by a new team, **Binary Innovations** from New Zealand, and will be launched on the Spectrum, £7.95, during September.



Hey! We're the **Jet Boys** and we're going to blow you away! This is a sneak preview of a new game set to appear on the **CRL** label from a brand new programming team called **Solid Air**. It's a two player game — each player con-

trols a heavily armed Jet Boy through a horizontally scrolling alien landscape blasting aliens. At the end of each level you have to wipe out a BIG alien like the one in screen shot. **Jet Boys** should be out on all formats at £8.95 on cassette.



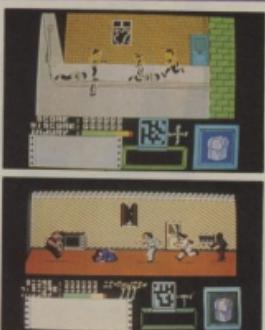
If you boldly go out to your software shop sometime soon you'll discover **Discovery**, a huge space style game from **CRL**. It's *Oink* meets *Death* or

*Glory* — a space shoot-'em-up combined with 12 different sub-games created by Software Invasion, the team who brought you **Plasmatron**.

**Death Wish III** will be out on the streets soon and it's looking mean. Gremlin give you the chance to become vigilante Paul Kersey, as played by rough tough Charlie Bronson in the film.

Play out the wild justice of your dreams, take out muggers, rapists and robbers on the streets New York. Your range of weapons is guaranteed to put you on the winning side. There's your famous 475 Wildey Magnum hand gun and a pump action shot gun. You're well protected with a bullet proof vest and can have a bloody good gore bath without worrying too much about the ordinary citizen on the street.

Hitting them may make your score suffer but Gremlin has provided a team of nurses to mop up the blood and stitch back the limbs.



# Street Scene.....



# elite

## OPPORTUNITIES

### In-House and Free-Lance Technical Staff

Having established the key elements of a well organised and equipped 'in-house' software development team, the company has the following opportunities to offer in Entertainment Software Development.

#### Senior Programmers - O.T.E. £25K

Having been responsible for at least one technically excellent (though not necessarily commercially successful) entertainment software product you will be experienced in Z80, 6502 and/or 68000 assembler. You will be looking for an opportunity to remain involved and to be responsible for the development of original products and conversions of the very highest quality and will expect to call on graphics, music and other support functions of the highest calibre.

#### Programmers - O.T.E. £15K

Though not necessarily able to show direct involvement in any commercially available entertainment software products, you will be able to demonstrate through specific routines and demo programs, a high degree of technical ability in Z80, 6502 or 68000 assembler. You will be looking for an opportunity to remain involved and to be responsible for the development of technically excellent entertainment software products and will expect to call on graphics, music and other support functions of the highest calibre.

#### Graphic Artists/Musicians/Game Designer - O.T.E. £10-£15K

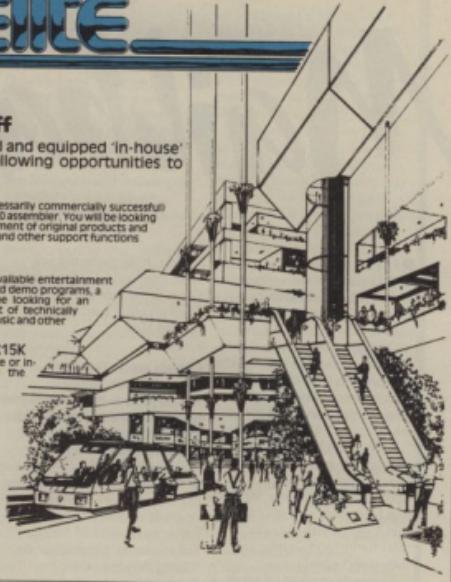
With or without formal qualifications you will already be working in a free-lance or in-house capacity supporting programmers in your specialist discipline. In the development of commercial products available to be published entertainment software products, you will be required to produce high quality artwork, to submit examples of your work and will be looking to put your experience to use whilst developing it further in the production of commercially available products.

All appointees to the above positions will be offered an attractive working environment, excellent fringe benefits and an opportunity to develop their ambitions with the full support of the company's management. In addition to the above opportunities the company has a regular flow of program conversion contracts and is currently keen to support proven programmers and development houses who can convert and adapt existing major brand name original games for all popular machines.

If you would like to arrange an interview to discuss any of the above opportunities please write, giving full details of your relevant experience etc.

Steve Wilcox - Director

Elite Systems Ltd, Anchor House, Anchor Road, Aldridge, Walsall WS9 8PW



# ERSPRINTERS!

has all the features that have kept Super-Sprint top of the Arcades.  
Available on cassette and disc next month.

# SUPER SPRINT™



Computer + Video Games  
30-32 Farringdon Lane  
London EC1R 3AU

# Mailbag.

● I'm a long-time reader of C+VG and I've seen many reviews about all different aspects of gaming, through your review-packed pages.

One game which stands out on its own and that is Soft Aid's compilation tape for charity — with proceeds from the game going to the starving of the third world.

Many people bought this tape and so in turn saved many lives. In my area, pirates operate with any game for any machine, but I was glad to see that these pirates did not copy this charity tape — who said they didn't care?

This tape sparked off other compilations for other charities but didn't get far. Nowadays all software companies are concerned with "are we at the top of the software charts yet?" or "how much is our new game earning?"

We game-buyers pay enough as it is, just to see the software companies getting fatter on our hard-earned money. Why can't they help those less fortunate than themselves?

Most software companies produce two games every eight weeks or so. Why don't they give half or more of their income to different charities every three-four months?

If they did this then more people would buy the top-selling game but in turn help others too. Or does it take another earthquake, bad crop, or chemical leak to make them realise that they can't just do this for a couple of months' till things look better. Charities all over the world need money ALL year round because disasters happen all the time in Africa and third world countries.

Also, if the game did sell well, they would in time get some of the money they lost, back on other leading games.

Russell Mills

Oxon

**Editor's reply:** You'll be pleased to hear about BACKPAGE — the compilation being released to raise cash for the NSPCC. Buy it today. Details on our news page.

● I have come to the stage in life where I feel I need to upgrade my old Atari 800 to either an Amiga ST or Amiga. I have seen the graphics on the ST and they are very impressive.

Now to the point of this letter. I would like your honest opinion on which of these two machines is the best. The ST seems to be doing very well at the moment and was launched at the perfect time and has got a lot of publicity including TV ads. The Amiga has had none of this. What do you reckon C+VG?

Jason Dowling  
Dublin

**Editor's reply:** Get an ST. They are cheap. There's tons of software and I like them. OK?

● I am speaking on behalf of the millions of Amiga freaks out there in the big, wide world. As if it wasn't enough for "reviewer" Chris Cain to say in his review of Sinbad, that he finished the game in five or six goes but to actually tell us the conclusion of the game — it has totally spoilt the game for all of us. He completely ruined the game for a whole audience of Amiga freaks.

I am totally sure that a minority of them are going to buy this game and I am equally

convinced that Mindscape are not really satisfied with this review.

Matthew Bryden  
Kent

**Editor's reply:** Ha! Given yourself away Matthew. It's obvious that your Dad, or some member of your family, works for Mindscape. Chris will be visiting your home very soon to sort you out. Have the Oddun's ready.

● Aaaaarrggghhh!!!! This makes me so mad! What I'm referring to is the organisation of last month's issue. When I hastily brought it home and turned to the contents, Aah! Page 87 Sentinel Players Guide.

So I flicked to 87, but, gasp, NO Sentinel guide. So I looked for it and there it was on page 82! What's going on? Then I went to page 108 — Arcade Action. But, where was it, again, it was not there. It was on page 122. Then I turned to the Bug Hunters — page 124. Yep, you've guessed it — they weren't there. Instead they could be found on 126. To top it all you made mistakes on Tony T's Hot Gossip section — you put captions under the wrong piccy. This is going too far. Please stop this foolishness and do not make future mistakes, otherwise you will have a mad axeman on your hands.

On last thing, I loved the brilliant articles on Metal Heroes — Fantasy Figures! Wenchin Ng

**Editor's reply:** I could give you a long and very boring reply

Wenchin, but this isn't Crash or Zzap — so just try adding the page numbers up, divide by five, sprinkle some Perrier

over the contents page, hold it up in front of a street lamp and you'll discover the proper page numbers. Haven't you ever heard of security? Can't have just anyone reading C+VG, can we?

● I am writing to get my views heard! I think that the music section in C+VG is a VERY good idea. It makes for a more varied mag.

All those who complain should try really listening to Rock and Heavy Metal which is real music, not just pressing a few buttons on the synthesisers like much of today's pop music is. Give it a go, you'll love it! There's nothing better than a bit of AC/DC while alien zapping.

C+VG is easily the best computer mag on the market, especially now it has many other regular features like PBM, the Big Screen and Rock On.

It all makes for a much more varied, entertaining and value for money mag. The posters are brilliant too!

But I hope all these features will not in any way cut the space for what the mag is produced for — computer and video games.

Chris Brooks  
Cornwall

**Editor's reply:** See, I told you games players liked Metal. Pass me the air-guitar, I feel a solo coming on. Never fear — we'll never lose sight of our main purpose in life — to bring you the best in computer entertainment.

● OK. First things first. Covers. These used to be extremely good — take for instance the year book — Dallas and more recently The Pawn.

Now look at the more recent

pictures — Barbarians. Good grief, what rubbish. The Barbarian looks as if he is in the process of removing his full set of teeth.

The Guild of Thieves cover was incredibly bad, I've seen better artwork on the back of a cornflakes packet. The Gunship wasn't too bad but Indiana Jones was not very good.

Poster now. Most of which are rubbish. For example did you import a three-year-old from Japan to draw the embarrassingly bad Gobots picture? Now to probably the worst poster ever designed by C+VG. Yes! You guessed it, Miss Melissa Ravenflame. What a naff picture. My nine-year-old sister could do better.

Bughunters is totally average and the storyline is awful! Still, C+VG does have its good bits like . . . er . . . um . . . the Arcade section.

The Barbarians poster was trashy. Who wants a picture like that? Ben Rainbow ilminster

**Editor's reply:** I'll have you know that I modelled for the Barbarian cover — and there's nothing wrong with having false teeth. Looking forward to seeing your nine-year-old sister's artwork. Makes me wonder why you spend a quid on this magazine every month.

● I wish to pick your brains. Around Christmas time I bought two games for the Spectrum Plus — it was a special double pack. In it was *Uridium* and *Firelord*. After two weeks of non-stop playing I got a brilliant score and to my utter dismay, after I entered JAY in the Hall of Fame, I found that some letters (DFL or something) had mysteriously taken place in my score. Has anyone else had this problem? Jason E Mellor Cheshire

**Editor's reply:** Better than picking your nose, I guess. Are you sure your keyboard is on the right way round? Are your fingers on the right order? Did you eat your vegetables? If this is the only problem you've got then you're laughing.

● I have enjoyed reading C+VG for several years and

been pleased that it has gradually improved in spite of some of your juvenile letter-writers.

I always imagined that your targeted market was the 10 to 20 age group, but enjoy the contents even at 33.

Your recent foray into music surprised me — a touch of *LMI* I think. As music is a far more personal subject than computer games, I think it better left for the specialists such as *Melody Maker*, *Sounds*, *Record Mirror*, etc. Your current reviews have been too narrow in choice of subject, apart from that, the majority of teenagers I know do not like Thrash or Heavy Metal. They seem to prefer the likes of Madonna or Whitney Houston.

If you must review music, at least let it be from volume selling artists and not esoteric cult groups. As an alternative to no music reviews, you could try delving into different types each month including an occasional foray into the top-selling albums rather than new releases.

I would sooner read a review of a group's new album than an album by a new group. My own tastes vary from cult types such as Pere Ubu, Christian Death and Beki Bondage to mega-types such as Kate Bush, Kim Wilde and Starship. At least you require a serious re-thinking regarding style and content.

Pat on the back time for your PBM section. The first and the best. Also thanks for the free poster of Maria Whittaker and Barbarian and for the *Imagine Game Over* artwork — how about a poster of that?

Also, whatever happened to the delightful Melissa's sexist cartoon? It started very interestingly until she started covering up the Aneka 'The Skull' Rice's jumpsuits. I can tell they are from *Aneka*' cos they are baggy on the bum.

Finally, how about a strategy and simulations section? I would like to see a round-up of games currently available and which are worth buying. As an ex-Amstrad reader it was one of their best sections.

Playing games on a computer does not mean you are a thicke — I'm in MENSA and I don't program or do

anything serious — I'm far too busy enjoying myself.

Bill Fox Derbyshire

**Editor's reply:** *Thirty-three eh Almost as old as Paul. Shocking still having fun at that age. Should be a law against it. OK — we get the point about the music. Watch this space — again! Jerry's cartoon is taking a break — but Melissa is still wearing the jumpsuits in Esso adverts. We've already got a strategy section — WAKE UP!*

● After reading your brilliant comics article, I have decided to write to you about your magazine's change to not just a specialised computer and video games mag but to a more varied one.

Some changes, in my view, are for the better. These include the comics and the role-playing games.

Some, however, are for the worse, these include the metal miniatures and the rock music article/section. Comics and role-playing games have something to do with computers, but how rock music and the miniatures can be of any interest to computer users. Please keep irrelevant features like these two OUT of C+VG.

I have been collecting comics for about five years now and have enjoyed myself greatly but with continued criticism from family and friends, but it was hard and after a year's absence from the comics scene, I returned with a vengeance to find sheer brilliance.

How about printing some posters of comic-book characters? If you put LT Lawry in comic book form he would sell like hot cakes.

Syed Albar London

**Editor's reply:** Don't quite follow you, Syed. Role-players USE the miniatures for games — and programmers do their heads in with loud music while coding code for games you zap away at. Glad you like the other changes, though.

● I've been a reader of your magazine for about a year now and I've NEVER read anything better. Your reviews are great and I particularly like the system of putting rating for

different formats in the same reviews.

One thing I'd like to know, is it possible to buy C+VG t-shirts/sweat shirts? And if not, why not? Another thing, I am, at the moment considering three possible futures for my interest in computing.

They are — keep my C64 and build it up into a complete system. Sell my 64 and buy an Amiga A500 or buy the Amiga and keep my C64 and tape deck without investing in disk drives, etc.

I know that the C64 is popular with loads of software and that the Amiga doesn't have anywhere near this amount, but it is a great computer.

I can only afford to go for one option, so could you offer me some advice. By the way, does the A500 need a monitor or will it run off my TV?

Richard Monks South Humberstone

**Editor's reply:** If you want an Amiga you're going to have to buy the peripherals — there's a big word — anyway, 64 stuff isn't compatible. And yes, you'll need a monitor. Commodore in their wisdom haven't made the A500 with a built-in modulator. Daft, if you ask me.

● The last time you did the video section, all you reviewed were kiddies' films. We want to see some good sickos! Love the mag.

G Ross

London

**Editor's reply:** Sickos? You mean like Craig's home movie of Garry Williams in the bath. Talk about Moby Dick . . .

● As C+VG is available in the remote town of Khamis Mushayt, Saudi Arabia, since last April, I have been a regular reader of your beautiful, informative and colourful magazine.

One thing, though, why don't you omit the comic pages and devote those pages for info. On Atari ST and Amigas as readers know very little about these machines.

I want to produce commercial titles for small stores and establishments, so I decided to buy a computer with bigger memory. I am

*Continued on page 143*



# Mailbag.

Continued from page 141

considering a C128, Amiga or ST. Can you help me? What is the difference between the Atari 520 ST and 520 STFM — are they compatible?

Khalid Sohaif  
Saudi Arabia

**Editor's reply:** Now here's the sort of reader I like to get letters from! Polite, and to the point. The Atari ST can be plugged directly into a TV. The ST needs a monitor. Buy an ST or an Amiga — both will serve you well. But it really depends on how much cash you want to spend. Check out our next issue for the special Atari/Amiga supplement.

● I am hopping mad — furning, in fact. Software companies do all these lovely adverts for their up-and-coming games and get all your readers really keyed-up waiting for the release date.

We all rush out and buy their games and that's that as far as the companies are concerned.

They don't want to know us until the next game release. But, what about us — we buy the game and find it nigh on impossible to finish certain levels or to find magic potions.

So, of course, what do we do — we phone the company concerned and what do we get — sorry, we can't help you, we don't have hint sheets, or even better, we don't give away hints. So there we are, left tearing our hair out trying every conceivable way possible to complete the level.

Don't they realise that after sales is just as important as all the lead-up to the release.

I'm not asking them to give away the complete formula to the game, but surely if someone can't even get out of level one there is no harm

telling them how to do it and get on and enjoy the rest of the game. Do any other readers think this is a valid argument?

Cameron Watts  
Dumbarton

**Editor's reply:** You're not talking about System 3's *Last Ninja*, are you? Sounds like you need a good seeing to by Melissa Ravenflame and Ideas Central. And it costs you less than a phone call! Seriously, C+VG prints solutions to many different games each issue — so BUY IT MORE OFTEN! And help keep me in the style I've become accustomed to. The cardboard box is quite comfortable, thank you . . .

● In reply to M Wilson's letter — there is one Enterprise User Group. He can contact them at this address: IEUG, PO Box 13, Crowborough, E Sussex TN6 1QX. Make sure you enclose a SAE when you write. There is also an IEUG hotline available from 7pm to 10pm. The number is 08926 3890.

If anyone wants to help with their enterprise or wants a pen pal then write to me, c/o C+VG.  
John Foster  
Sheffield

**Editor's reply:** So now you can all boldly go where no computer owners have gone before . . .

● I am a loyal fan of the magnificent composer, Jean Michel Jarre. I have all his existing records and consider myself quite an expert on his wonderful music.

But isn't it amazing how many of his pieces occur in computer games? I own a C64 and with my large selection of games I have sussed out four examples: *Bomb Jack* —

*Magnetic Fields Part II; Loco — Equinox parts five and six; Yie Ar Kung Fu — Magnetic Fields part IV* and finally Rob Hubbard's Thalamus-loading music which was one of the demo's free from Zzap.

I do hope they get permission first before putting them into games 'cos I'll grass 'em up . . . I will yet know. It somehow seems to be such a mock-up of his music. I am only protecting the rights of my idol. I wonder how many more pieces of his music are in computer games — do you know?

Dafian  
Dorchester

**Editor's reply:** Don't know, Dafian, but I guess JMJ is just one of many composers to be treated in this way. Me, I'm looking forward to his spectacular in London's Docklands later this year. See you there?

● Wayne's outdated. OK, if you want a "music" section in your mag please remember this is the 80s and not the 70s. I think it is ridiculous to review only hard rock, heavy metal, speed metal and other metals!

I completely agree with Stuart Gorland. If you want to review hard music, how about punk. Don't say that there is no more punk, 'cos if punk is dead, then hard rock lies 13 billion years away. Just look at The Clash, The Exploited, GBH and many others — or won't you dare to review it because there's lots of ★@★@ and ★★ in it?

If you want something new come over to Belgium, it's the world's centre for New Wave. If you're too lazy to come over just open your eyes up — there's loads of good, unknown groups in England, ie

Alien Sex Fiend, Sisters of Mercy, The Dead Kennedys, etc. I think you should review records of unknown, new bands bringing different music so that more people know that it exists and buy it. Got it, Wayne?

I was a bit disappointed with three of your issues earlier on this year — namely, March, April and May. They were so weak. But, I am glad to report that you have got it together again.

I loved the advert for Game Over — could you do that into a gigantic poster? I would also love a poster of Hewson's Zynapes.

Wim de Gent

Belgium

● Never mind with the Dear C+VG crap listen up!

You need a swift kick in the pants to get your brain working. There're a few things about your mag that I don't like.

1. Your competitions seem to be set for Artists, what about us other readers who can't draw!

2. Your letter pages are full of it! Yes, full of people moaning about pointed anatomy and God knows what else. Send these people one crate of Terry Wogan underwear this should quickly dispatch them.

3. Just how many people out there don't know how to write complex programs (me included)? Everyone can write game scenarios. Isn't it about time you showed us how arcade games are made?

4. Don't you ever read what you print? And there are too many black and white Spectrum 0.1k photographs. Anon  
Birmingham

# Pen Pal Page.

● I am looking for new friends to write to, to talk about my C64. I also have a 1541 disk drive, printer and modem. I have had my computer for two years and I just love it! So, please write to me.

Gerry Charron  
PO Box 9084  
Main Terminal  
Ottawa  
Ontario  
K1G 3T8  
Canada

● I am a 17-year-old Spanish C64 owner, who would like to swap pokes, hints, etc, with owners anywhere in the world.  
Jordi Verges  
Molins de Rei no03 Sob 1a  
08750 Barcelona  
Spain

● Hiya, my name is Kin On 'Ghetto' Li. I am a Chinese walkin' talkin' readin' listenin' adventurin' wacko person. Anyone want an innocent 10-year-old penpal like me to write to?

Are there any Amstrad CPC 464 cool dudes out there to swap news, etc?, then write to me c/o C+VG.  
Kin On 'Ghetto' Li  
Cheshire

● I am a 15-year-old Finnish boy and I have MSX-micro and cassette unit. I would like to swap ideas, hints, etc. I am looking for male/female pen pals from abroad. All letters will be answered.  
Taisto Repo  
Lehtola  
74640 Sulkavanjärvi  
Finland

● If anyone is interested, I am a 14-year-old boy stationed in Malaysia where a very good range of software for all computers is available for very good prices. I own a C64 and would like anyone interested in the above or maybe just to chat to drop me a line.

Nathan Gunn  
Desa Uhay Heights  
Condo-apts B-no 2  
Jalan Teberau  
Kuala Lumpur 68000  
Malaysia

● I am the owner of a BBC Master compact and would like to get in touch with any male or female from Britain. I am 15 years old and a student at the English School in Nicosia.  
*Dinos Strovolides*  
8 Phedias Street  
Strovolos  
Nicosia 154  
Cyprus

● My name is Mark. I am 13 and own a C64 and 1530 datassette unit. I would like pen pals all over the world. I would like to swap hints, tips and pokes.  
*Mark Murphy*  
9 Woodvale  
Foynes  
Co. Limerick  
Eire

● Hello there! I am a very lonely, male C64 owner and would like a male or female pen pal (preferably the latter). You don't have to own a computer, just write whether you want to swap hints or tips or just to chat. I don't mind.

Any members of The

Hunting are welcome. Criminals or Exterminators, and before you ask, yes, I am a member. I'll reply to everyone.  
*J C Genius*  
Essex

● I am an American C64 owner who is stuck with only a datassette and printer. I would love to here from anybody, from any country, wanting an American pen pal.  
*Paul Smith*  
526 Township St  
Sedro-Woolley WA  
98284  
USA

● This is the voice of someone who has just bought an Amiga 500. Yes, it is a fantastic machine! But, I need a pen pal. I really like good graphic adventures like the *Pawn*.  
*De Vos Christophe*  
Oeverstraat 11  
1900 Lokeren  
Belgium

● I am a 14-year-old Atari 520STFM/Speccy owner who desperately wants a British — preferably in the South East — male/female pen pal of roughly the same age. I am a devoted computer freak.  
*Paul Meech*  
Essex

● I am looking for a penfriend between the ages of 13 and 15 and who will be able to inform me of upcoming games that are being converted from the arcades to the computer. I am not bothered where they come from but I would

like to know their hobbies and interests.  
*Gregory Winfield*  
67 May Street  
Altona North, 3025  
Victoria  
Australia

● Fancy a pen pal who is: crazily keen on home computers, a CPC 6128 Amstrad owner with a cassette player, interested to get in touch with other Amstrad owners, 17 years old and a really nice lad? If you do, then don't waste any time! Send a letter to:  
*Harry Tsangarides*  
2 Phedras St  
Acropolis  
Nicosia  
Cyprus

● I have been studying English and German at the Institute of Foreign Language in Prague. My name is Jiri Suchy and I would like to have a pen-pal from England, Scotland or Ireland. I am 37-years-old and work as a translator. My hobbies are tourism and hiking.

*Jiri Suchy*  
Praha 10  
Pripotocni 21  
101 001  
Czechoslovakia

● I am a 16-year-old Amiga user who would like to get in touch with male or female Amiga users. I am interested in swapping ideas, tips, information and, of course, letters. I run Amiga Users Group, Norway, so I can get lots of tips and info.  
*Oyvind Grimstad*  
N 6674 Kvisvik  
Norway

# THE COIN-OP CLASSIC *LAST MISSION*

A TEST OF VALOUR TO CHALLENGE  
THE MOST OUTSTANDING ARCADE  
SPACE FIGHTER



Driven from your home galaxy your only path back to ending your exile and reclaiming your honour lies in defeating the invading forces that torment your people. Armed with the most sophisticated weapons systems, guarded by a protective forcefield, you set out on a mission to conquer the enemy starbase, a crusade against the most startling of death defying odds. The ultimate in firepower is at your fingertips, the pinnacle of spacecraft control and command is within your grasp. The strategy and excitement only ever associated with arcade settings is recreated for your very own personal mission. A coin-op classic of immense proportions.



CBM64/128 £9.99 Tape £14.99 Disk Spectrum 48/128 £8.99

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX Tel: 021 586 5388

# HOT GOSSE

## C+VG's Hot Gossiper

Tony Takoushi has the biggest eyes, nose and mighty mouth in computer games. He sees all, hears all and he then shouts about it each month exclusively in your favourite computer mag. So read on for the man who shoots from the lip at the good, the bad and the ugly in the software world.

**O**ne of the most painful aspects of owning an Amiga right now is the extreme shortage of quality arcade games. OK, so there are a few games from Anco and Eidersoft but nothing to set the world on fire.

But do not despair! There is help on the way. Really classy arcade games are being written in Germany for the Amiga. A hot (pre-production) little item that has arrived on my desk is *Garrison*.

*Garrison* is truly awesome — there's a word I haven't used for a while — it is a *Gauntlet* derivative and has everything you could want from an Amiga game.

When the game has loaded you are

presented with a choice of five characters, Merlin the Wizard, Agor the Warrior, Golwyn the Elf, Valeria the Valkyrie and Thorin the Dwarf. You choose your character and go into the game.

The play area takes up two-thirds of the screen, with the other third to give you the

details of each character's score, health, keys/treasure/potions collected.

At the bottom of the screen is a timer — not operational in my copy — I would assume speed is the order of the day.

As is the form there are zillions of ghosts trying to nabble you, and you lose health



I t's really strange that just a few days after writing my last comment on TV producers and marketing people, I had a call from Channel Four to do a spot on their Network 7 show.

To be honest it did little to change my view that people in TV know nothing about computers. To a great extent they still seem to take the view that computers are a fad, and are not here to stay.

What was refreshing was that they were honest about their ignorance and were keen to do more on

computers.

That set me thinking. What we should do, I mused, is start a proper campaign for a PROPER TV computer GAMES show — not just another *BLUE PETER* and Chips!

What better way to start than to ask all the C+VG readers who'd like to see a proper show on TV, dealing with their favourite subject, to join in a campaign to persuade the controllers of the airwaves to let computer games have a regular slot.

What we at C+VG would like is for you to fill in the petition

coupon below, and get a friend to sign it as well.

Then we'll pass on your demand to the BBC, ITV and Channel 4. If they ignore the

points if they touch you.

You can destroy the ghosts by zapping them but give yourself room as they do tend to crowd around you!

Other features of the game include chunky hunks of chicken and swinish-looking hams to keep your health level up, drinking potions and amulets for special powers and teleports to get you into corners of each level.

The play is smooth and the action does not slow down regardless of how many nasties are on screen!

I really am looking forward to this little gem being finished as the author promises a hundred levels, lots more enemies, sounds galore and even better graphics.

massed ranks of C+VG readers then you'll know that they don't care about the kids!

Remember if you don't, you won't get the TV you want.

## C+VG READERS SAY WE WANT A PROPER COMPUTER GAMES SHOW ON TV!

Dear Mr Producer,

Please help us get a good computer games show on television — 100,000 C+VG readers can't be wrong!

Signed \_\_\_\_\_

Address \_\_\_\_\_

Signed \_\_\_\_\_

Address \_\_\_\_\_

Age \_\_\_\_\_

Age \_\_\_\_\_

Return this form to TV Campaign Computer and Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

# REBEL WITHOUT A CAUSE?

# RENEGADE

THE  
REPROBATES

WAKO RULE

FEAR

SUVES

SPECTRUM  
7.95  
COMMODORE  
8.95  
AMSTRAD  
COMMODORE  
12.95  
DISK  
AMSTRAD  
14.95  
ATARI ST  
19.95

Licensed from Taito Corp., 1989.  
Programmed for Amstrad, Spectrum,  
Commodore by Imagine Software.



In the krate-pogo world of the vigilante there is no place

to rest, nothing to think - but look sharp - there's always time to die.  
From the city subways to the gangland ghettos you will always encounter the disciples of evil.  
Their mission is to exterminate the only man on earth who dares to throw down the gauntlet in  
their path - the Renegade.

A breathtaking conversion of the arcade hit by Taito now for your home computer.

With all the original play features - when you play Renegade you would not have  
believed you could play so mean!

MAGNUS & CO. LTD. 100 HIGH STREET, MAIN CHESTER, CHESHIRE CH1 1AB, ENGLAND

*..the name  
of the game*



**RELEASE DATES**  
Europe ♦ 13th July  
UK ♦ 20th July

GREAT GURIANOS

**Classic Coin-Op Action! Great  
Gurianos, supreme warrior  
battles against all the odds.**

"Licensed from Taito Corp. Export outside Europe and Australia prohibited."



AIRWOLF 2

Once again you pilot the ultimate combat helicopter, where no one else dares to go.

**"Go for it Stringfellow Hawke."**  
© 1994 Universal City Studios, Inc. All rights reserved.  
A Trademark of and licensed by Universal City  
Studios, Inc.

300

**Beware the perils of the Deep!** Quick thinking, fast action, and more than a bit of cunning will be needed to rebuild your crippled submarine, your only chance of escape.

GATABALL

**INTRODUCING A NEW CONCEPT, DELICATE CONTROL IS REQUIRED TO STEER ALL 6 BALLS SUCCESSFULLY THROUGH A HOSTILE WORLD AND AT THE SAME TIME ACHIEVE YOUR GOAL!**

Screenshots are taken from various computer formats.

**Anchor House, Anchor Road, Aldridge, Walsall, West Midlands - WS10 9QH**

Telephone: (0922) 59165 Telex: 336130 ELITE G